Little Sim World Project
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I´ve been working on Unity for almost 2 years now, and i can tell that this project is one of the most difficult Unity task i´ve ever had to do.
I can happily say that everything on this project is made by me, every sprite or image is been made from scratch and all the code was written fresh for this project.
What will you find in the project?
You will see Mocho (who is the main character) trying to purchase different outfits to wear.
For this part of the project i drew 19 sprites, around 6 for each of the 3 types of styling features (7 Shirts,6 Pants and 6 Hairstyles), each one
Also a NPC who is not part of the main clothing and the shopkeeper.

I also created each sprite you need for the basics animations: IDLE, WALK UP, DOWN, LEFT, RIGHT as well as all de UI used in the project

I wrote 4 scripts(MoneyControl, Buttons, MagazineController, movPlayer)

MoneyControl: This script is in charge of all the money logic, whether you can purchase something or you run out of money. For it when you already purchased something and attempt to buy it again, there will be a message on screen that tells you you´ve already got that item. Same case, if you wanna purchase something but you ran out of money, the message on the screen will indicate that you can´t afford that right now.
The game starts with 500 coins for you to buy anything, but this can be changed due to a public variable named money in object MoneyControll.

Buttons: You´ll fin that the most important script is the one named Buttons, it contains all the main logic of the game, all the set active(true or false) in all the needed items, as well as all the functions created fo the item controls, when you can/can´t see them, interact with them, and also the dialogue routines on the other characters

MagazineController: Here is only the collision between the player and the catalogue(magazine: were you can see the items).

MovPlayer: As you can imagine, this script is ni charge of the logic of the player movement and the conditions of Mocho´s animations (in the animator you will see that all the animations are included in a Blend Tree so it's easier to understand and apply.

Then we can talk about the closet feature. Here you will be able to see the items you already purchased and wear them anytime you want on any variable combinations possible.
Important *The items in the closet are only going to be available once you´ve bought them.*

I've always known that an important part of video game development is teamwork so everyone has one thing to focus and on the whole it becomes a great masterpiece, and this project has made me realise that more than ever. Being designer, developer and player/tester for this game has been a gratifying but also very exhausting and hard work. Many times I had to stop the developing part just to make another needed sprite or to fix the design system.
Also I learnt to appreciate all the design work since it is one of the hardest parts of making a video game.

Whether you give me the opportunity to work with you, or not, I am very thankful for this experience and it meant a lot to me doing this game but also knowing I may reach your high expectations.
Sincerely, Fer.