

Task self-review

in this task, I focused on the scalability of the project, using various methods to modulate the library of wearable items and the variety of types, getting information from objects is easy and secure so that other developers don't mistake functions and scripts, following a clean code structure objects call functions over variables and scriptable hold only relevant data and singletons are limited to the most essential mechanics ensuring stability on the long term.

On the visual side I took inspiration on boutique style shops, and a homely feeling, using pixel art visuals removed certain options I thought of for the clothing mechanics but after some research I decided to keep it and change my approach to what ended up to be, after all that I just added some sounds and music to give a lively and childlike vibe matching the visuals.

The game is built for windows and uploaded the assets to GitHub, not including unity files (all that I made and used is up) in the build folder is the full game executable.

Time management wise I took about 30 hours, it took quite a bit of time collecting assets and dragging the sprites, the code part took less, in terms of design I already had an idea for a shop meant for car parts, so I just rearrange it to a vertical focus.

As a self-note I messed up in the creation of the animation holder by not making the variants I found this a bit too late for a time task, this doesn't mean animations can't be added it just means modifying all instead of one asset, I will keep looking into it for my future references. Overall, it was fun making this kind of game, it's my first time doing 2D clothes and I'm pretty satisfied with the results, I would add this to my farming sim.

Thank you for the opportunity.