

The player character is super simple he gets inputs from the new input system and moves setting the Rigidbody velocity, To activate the Cloth Shop go near the Shopkeeper and the UI will appear.

The UI really was my objective here, I tried to go to a Stardew Valley style for the art and for the Cloth system I separated all the item in types:

1-Hat

2-Hair

3-Shirt

4-Pants

5-Shoes

Each one of the types has a tab that you can change freely just by clicking on it, and each one of the types has a container that will hold them, You can create items very easily by right-clicking and choosing create Item Data, The item script is a ScriptableObject with:

1-itemType

2-id

3-Name

4-Description

5-Sprite

6-SpriteSheet

7-Price

8-SellAmount

If you want to buy an item just click on it and click the buy button to spend coins as a special feature if you want to buy multiple items you can, the price amount will show under the player, and ALL of them will be sent to your inventory.

On the right side of the UI you can see the main character, under him there's the price amount and the buy button, on top of him there's the amount of money you have.

if you click on one item to buy you can preview the changes on the right side but when you buy it it doesn't go to your player directly you need to open the inventory on the right side of the panel and equip it there.

Ok now you want to sell your item, to do that you just need to go to your inventory and click on all the items you want to sell and you will see the amount that you will get, after pressing the sell button all of the item will be gone and you will get all of your money.

Now if you want to leave the panel just click on the "X" sign on the top right side of the screen.

Ok, I know this was beyond 300 words but the UI has A LOT of mechanics that needed to be explained, to give me a personal assessment I'm really proud of all the functionalities the system has but at the same time I felt I tried to bite more than I can chew, not because of the difficulty, the main problem was time, I started this challenge at 8pm here so I didn't had much time at the start, I used trello and miro to organize my ideas but at the same I always wanted more, I really wanted the Player to have animation and link the armor with the sprite sheets but sadly I didn't had time for that my main focus really was the UI, at the end of the day I'm happy with what I did but I know I can do better.