

Good evening,afternoon/morning, i'm Lucas Rodriguez Roge a junior Unity Developer from Argentina, in this prototype i was managed to achieved a functional clothes shop that allows the player to buy the clothes and a haircut he wanted and then he can walk around a mini-open world with his current clothes that its also autosaved.

The system in this prototype works by assembling a lot of Unity' scriptable objects by the name of clothing that saves the id,override animator controller,name,price, an enum type and an image. It also has a scriptable object that has a list of clothing, this list is them send to the player and the NPCs, the NPCs stores the clothes data in his own list that discriminate by the type of NPC(ex, if the NPC sells shoes, the NPC will have a list of only shoes), then when the player hits a trigger collider, the NPC sends to the Player's panel the NPC list and then its displayed in a list of items with all the information, saves each clothing and if the player has enough coins when he buys a clothing the UI Manager sends an event to the player with the clothing, then changes each animator and when the GameObject is deleted in a scene change or in a game close each id is store of a list of ints that then its loaded into the player on Start.

Although I think if I dedicate this project more time it could have been a more polished game and not a prototype,even though I'm very proud of this prototype I've done and I wish you can enjoy it as I did making it.

PD: The player doesn't have a walk animation because the sprite sheet that i used didn't have one.