

Hello,

I would like to share my experience:

Initially, I decided to explore the game "Little Sim World" on Steam. I noticed it required few resources, which led me to focus on optimization.

The game's proposal captivated me, especially when I saw its pixelated art models, I had never attempted before to make something in pixel art. I considered using the asset "Mighty Heroes (Rogue) 2D Fantasy Characters" to enable a similar approach to costume changes and movements, akin to handling a 3D model by dividing the body into interchangeable parts. However, since it had spritesheets, this wouldn't be feasible, so this uncertainty led me to try another approach.

My process began with character movement programming and expanded to ScriptableItems, coins, clothing, and animation changes, though the latter posed some challenges until I managed to find what I believe to be the best solution. I concluded with the inventory system and the shop.

I extensively utilized Unity's ScriptableObjects to optimize the code as much as possible.

Regarding my performance, I am satisfied with the results and hope that you are too. 😊

Given more time, I would have made some improvements. In some cases, I left the basic structures, such as items, coins, and clothing for different parts of the body.

The things that I would improve:

- Implement a smoother tutorial system, perhaps utilizing an Observer or a sequence of events to guide the player more intuitively. Currently, it is resolved in a rudimentary manner.
- Expand the variety of clothing, hats, and hair styles.
- Incorporate a confirmation when selling items, prompting the user to confirm the sale and view the set price.
- Allow inventory items to be rearranged within the inventory itself.
- Provide the vendor with their own inventory, similar to the player's, so that the sold items appear in their stock with the corresponding gold, inspired by Skyrim's mechanics.

- Include a more entertaining mini-game instead of simply collecting coins for money.



If it's not too much trouble, I would appreciate any further suggestions for improving this prototype. This feedback will help me grow as a programmer. Thank you!