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Development Process

When I started the project, the first thing I did was making sure I have good assets to use for this particular project. I found Modern Interiors by LimeZu, it is a Pixel Art Style Design and has a lot of Sprites to work with, with clothes and full customization of the character and Animations.

Then I started building the world, I used the TileMaps, some of the Sprites I used without the Tiles, because of how Top-Down works. Since you want to simulate 3D, I changed the Transparency Sort Mode to a Custom Axis, using Y, some items that are not centered on the Tile didn't work well with the layers, so I made custom centers with empty objects.

After making the Scene and make it look nice, I went for the Player, used Rb.Velocity and getting the inputs with.GetAxisRaw to move the player. In addition, use Blend Trees for "Idle" and "Walk" Animations, so I could use it for Clothes too.

Now that the player is moving and animating with clothes on, I went for the "Inventory" (and Pause Menu). I made it with arrows so you can "scroll" between outfits that you have. First, I created a List to have all of the Sprites (outfits) you have in your inventory and save the currentOption (the option that is equipped) and with this I could check with the Animator if this option was the same that was animating

Then I went for the most important part, The Store. First, I needed a way to display the products and have a few of them but that it was modular enough so it can grow. I created a Game Assets script. This way I could get the outfits that I wanted and store them with Cost, Sprite, Animation (name) and Name of the outfit. Then I populated the Store with these Assets. This create the store when the game Runs and you only need to make one template.

After the store was created, I made all of the conditions: if you don't have enough gold or you want to sell something you have equipped, etc. In addition, make it update the gold the player currently has. With that done, I made the Shop Keeper and the Dialogue System. When you get near you can press Space to talk to her, a text will slowly populate a Canvas, and then it opens the Store.

Finally yet importantly, I made the changes in Design of all of the UI, since the UI was more functional than nice. I made some backgrounds for the Canvas and Buttons on Figma and searched for some Sprites for the Gold Icons, a new Font for the texts and Music.

Hope you enjoy my little Store and have as much fun as I did with it.