

I start the project by searching for assets to use. In the stores of assets, I do not find assets for free and functionals for the project, so I remember the Kenney assets that I already had and I got the Roguelike characters, it was a simple asset but had a different set of clothes to use on characters. So I started separating the assets to use. Choose to be a village with two stores one for hair and the other for clothes. I was worried about the time limit because it was the first time I was doing a character customization. So I decided to make it simple to see it done faster. So for the coding, I started making the inventory system instantiating a button with the clothes from what the player has and if the player clicks on that button he can equip or unequip an item. The inventory was just like a store system. Still, the code was much integrated with the player code so I decided to rework the inventory system to reutilize the inventory system for the store too. After that, I create the shops which are like the inventory, and make the interactable system with the unity event, to the selling system I create a tab to sell your items so the player can select and is sending to a selling list.

The player's character is controlled by the Horizontal and Vertical axes, when the player is in the trigger of the houses he can interact by pressing the "Space" button. If the player interacts with the "Home" he can change items, in the barber shop can buy new hair, and in the clothes, store can buy new clothes and sell his clothes.

The clothes were saved in the game as scriptable objects to save the cost information the name the category and the sprite. so in this way, it is faster to create more clothes.