Shop Challenge in Unity   by: Haseeb Abid

How to Play:

- Use WASD to move
- Use Space to interact
- Interact with the giant merchant screen
- Can buy and sell shirts, bought shirt will be equipped

Workload

I did all of the coding work pertaining to this project. Everything was coded from scratch as well. I could have searched up ready-made solutions to solve a lot of the problems I was having, but I thought since it's a challenge then I should really just challenge myself.

Overall I do think the project turned out okay! Although, it may not seem like a lot, it is most certainly not, but the foundation I have planted is strong. The code is all written according to SOLID standards and I have even used techniques like Scriptable Objects to make sure it is as expandable as can be. That it definitely is! The systems I designed are very flexible and can be modified to fit any project, even something of a higher scope.

I have done none of the visual art in this game. All the assets were taken from Kenny of https://www.kenney.nl/assets. He provides copyright and trademark free assets and being someone who does not feel worthy enough to do my own art, his assets were a life saver. I did however do the small animations seen in the level. They're not very good, I just included them so you know I am trained in all the aspects of Unity. While lacking in artistic skill, I still 100% fully understand the process, systems, and workflows artists have to use while navigating game development in Unity. I am even familiar with the sound aspects as well. Due to the 48hour limit on this project, I had to make a lot of cuts. Hopefully, what I do have to present is satisfactory, although I do know that I can do much better than even this if I don't choose to reinvent the wheel next time.

Hope to hear from you soon!