

Process documentation:

I started by searching for some art assets. I ended up using a simple free pack from unity's asset store. <https://assetstore.unity.com/packages/2d/characters/tiny-rpg-forest-114685> After that, I created the Unity project and imported the packages I was going to use. I used Unity's new input system. Given that I worked with the new input system before, I took some code I created in the past. No need to reinvent the wheel each time you're making a car. Then I started to modify my scripts so that they fit this game, because I used them originally in an action RPG.

Once that was finished, I started with the most challenging task, creating sprites for the new clothes. I took the character that came with the asset pack and separated it into three parts: the body, the shirt, and the hat. Then I made the clothes black and white so that I could give them different colorways inside of Unity. Once that was completed I created some other clothing options, suits, and tunics, all of them with their respective hats, but in the end, I didn't have the time to include the tunics. Additionally, I created the sprite for the merchant and all the sprites of the walk animation in all views.

With most of the art done, I started with the map inside the scene. I used Unity's tilemaps and tile palettes. The style I reached was closer to Stardew Valley than The Sims, so I tried to mimic some of the features while staying original. Also, I played around 200 hours of Stardew valley and, as a big fan, I was feeling hugely inspired by its appearance. With the map mostly done. I went back to coding but not without making a little roadmap of the project first.

Knowing the required features I started to dismiss all the things that would be out of scope, like making lots of UI elements or moving NPCs to put some examples. With that, I reached an interesting project with all the essentials according to the task. That's why you'll see that there's little to no UI. I wanted the game to be more important than the menus, sometimes no UI is the best UI. Another important thing was giving the player some options to customize their character. I didn't want the game to be: just buy this specific costume, put it on and continue. I wanted some sense of freedom. That's why I decided to make the hat and the shirt different objects that can be combined. But also I wanted to avoid making an inventory, so I think I sorted it out quite nicely.

Now about the coding process, I made some controllers, a few classes that stored information and one shader. I tried to keep it as solid as possible but not wasting too much time in making it very robust given the scope. I find a lot of things that can be improved or expanded

but overall I'm ok with the outcome. In fact I'm motivated to maybe continue developing something like this. For more technical details you can read the comments on the code.

To make a brief explanation of the system, the character is divided into three parts (body, shirt and hat), these sprites are controlled in one script but behave differently from each other. You can move around using WASD or the arrows on the keyboard. Then you can interact with the NPC and the clothes using the E key. You have some coins and you can buy clothes with them by just interacting with the stands and selecting an option.

I hope you enjoy this little game as much as I enjoyed making it. I would love to hear your feedback.