

Once I finished setting up the Git repository and Unity project I started looking at the provided assets for inspiration and brainstorming a few ideas. I was trying to come up with some sort of challenge involving buying clothes to make it feel like an actual game, since I was told that my understanding of game design was also going to be evaluated. As time went by I realized that I had underestimated the difficulty of some of the required features, and that I probably wouldn't have time to add any of the extra mechanics I came up with.

After installing the Input System Package I made a simple movement and interaction systems using Unity events. The inventory and character customization were the hardest parts, since I've never made anything similar before. The PlayerInventory script stores an array of Scriptable Objects from a class called ItemData, that stores the information of each item (icon, price, animation layer, etc.) That's the information that's used in all other systems.

The player's Animator has 3 layers: Body, Hat and Outfit. Each layer has its own animation state machine that mirrors the other ones, but controls a different Sprite component. During gameplay, all layers play their versions of the same animations at the same time. When you change the character's hat, for example, only the Hat layer changes to the animation states associated with the new hat. That's how you can have different combinations of clothes.

The store system was relatively easy after those other two were completed. I simply created a UI\_InventorySlot script for the UI elements representing inventory items. Each slot stores an ItemData and, when clicked, sends that information to the PlayerInventory script to buy, sell or equip that item.

I'm honestly a little disappointed with my own performance. I know I can make more complete games in the same amount of time because I've done it before during game jams. I think I lost a lot of time with the character customization system because I wasn't used to sprite animations.

Assets:

<https://opengameart.org/content/tables-and-misc-props-16x16>

<https://crusenho.itch.io/complete-ui-essential-pack>

<https://seliel-the-shaper.itch.io/character-base>

<https://limezu.itch.io/moderninteriors>