

Blue Gravity – Arthur

After reading the instruction it was clear in my mind what I had to do. A store with some customizable items is something very common many games have, so very quickly I started to organize in my mind what I had to do. Lucky not so long ago I made a simple interactable interface for a game jam I participated; I used this as a starting point but changed a little as needed. I chose to download one of the recommended asset packs, as it has a character base, some outfits, hairs and hats, I started making the player movement using a simple Axis movement using the old Unity input system and made the base information each item would need. Since the asset pack was sprite based, it would be needing separated layer for each type of accessory, each with their own animator and animations. It is possible to make other methods, but I chose making individual animations for each piece with individual animator controller, to avoid wasting too much time on a script that would cause a lot of problems. In the player, I chose to use each layer an individual field, because this way it would be clearer to anyone reading the script how things work, using an array would make a smaller code, but would require anyone reading to look the actual object in the scene to know which animator is which, and would risk an accidental change of order in the layers. It was used enums to identify to which layer each piece belongs, making clear which one is which, but their order is not necessary to keep, so it is possible to add new layer in between layers that already exists without the need to change old objects or the orders of the enum. Each object consists of a display name, that should be unique because is also used to record which item has been unlocked already, an icon, that is a smaller cut of one sprite used in the animations, and a `RuntimeAnimatorController` that

is what controls the animations sequence, and for last the enum that identifies for what layer that piece belongs to.

Thank you for the opportunity, I liked how this project got and put some things to test that I don't always do.

Assets used:

<https://seliel-the-shaper.itch.io/character-base> (free version with only one character model, 4 outfits, 2 hairs and 2 hats)

<https://assetstore.unity.com/packages/2d/environments/pixel-art-top-down-basic-187605> (only tilemaps and a statue sprite, no scripts)

Built-in Unity assets, for tilemaps and sprite editor