

# Iago Lobo's Shopkeeper Sim

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## Description

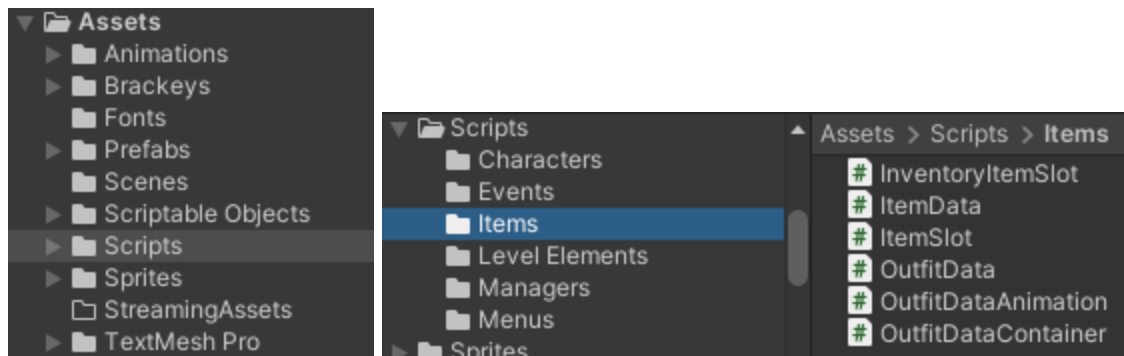
A quick prototype where you can buy, sell, equip and unequip items, developed in Unity 2021.3.2f1.

## Commands

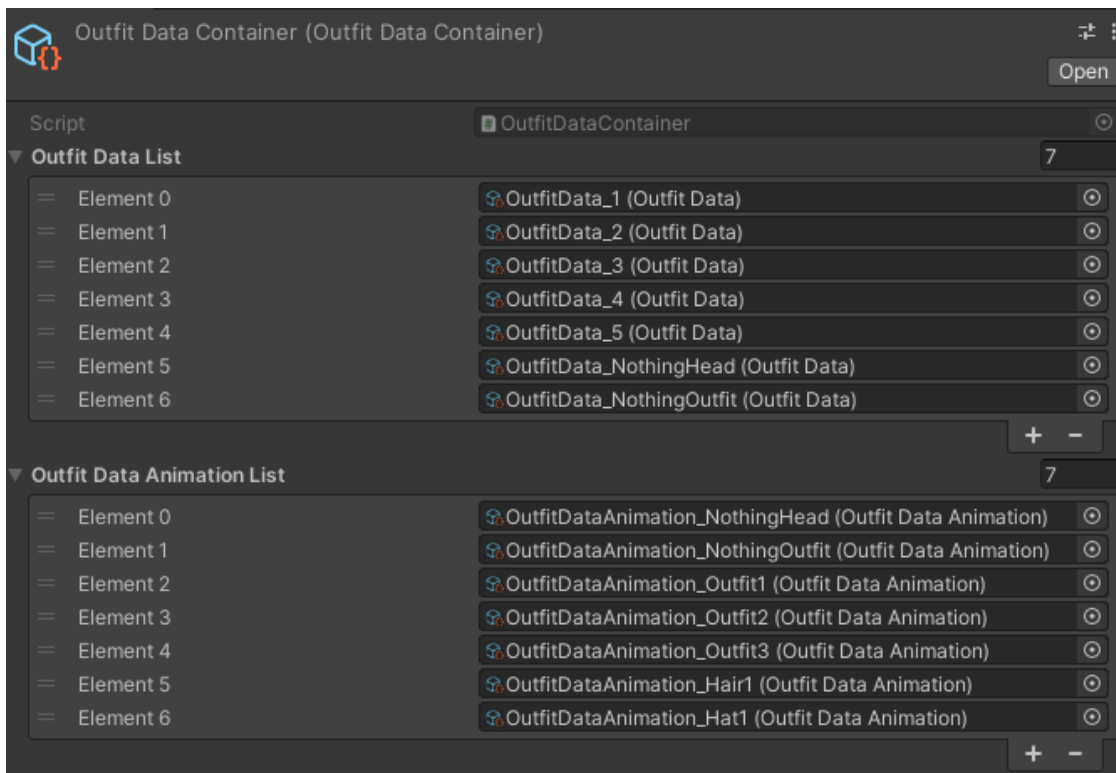
Use the arrows or WASD to move the character around and navigate menus. Press E to interact with the shopkeeper and coin. Press Enter or Spacebar to select a button in the menus.

## Project Organization

All of the project's codes and project structure were developed by me. Below we can see an image that shows the folder layout. All major aspects of the project have their own folder. For example, we have a Scripts folder that has all the games' scripts in them, but also has subfolders for each part, such as Characters, Menus, Managers, Items, etc.



Outfits and items have their own Scriptable Objects to contain information for the shop and inventory. A main Scriptable Object called "OutfitDataContainer" holds all the outfits and their animations, enabling the player to swap outfit animations when equipping and unequipping their items.



The Shop scene is organized to keep the editor clean, every manager and menu is under the same game object. I also created prefabs for reusable characters and level elements, such as the shopkeeper and the coin.



## Thought Process

My first concern was how to integrate the shop items with outfits that you could equip. Having scriptable objects to store this data seemed like the best choice. I built the overworld aspects first, then the shop UI and system, then the inventory UI and system. At the end, I adjusted the equipment system to work with overwritten animations.

## My Performance

I made this prototype in about 35 hours, focusing a lot during the first day and mild focus during the second day, taking the rest of the hours to touch things up and to playtest the build. I'd say I performed above average due to the first day.