

Documentation: 2D Unity Clothing Store Demo

How the store system works:

First, all my store items are declared in a ENUM in the **shopItems.cs**, there they each got correlated with a Price, Sprite and an Item Code. Ex: Shirt_1, Price: 25, Sprite: Shirt_1, Code: 4

The **shopController.cs** gets each of these elements, copies a Button Template that is already inside my UI and creates a button with the template as a guide. As many buttons as needed can be created, they will fall in position automatically.

Example code for the Shirt_1:

```
(shopItems.ItemTypes.Shirt_1, shopItems.GetSprite(shopItems.ItemTypes.Shirt_1), shopItems.GetCost(shopItems.ItemTypes.Shirt_1));
```

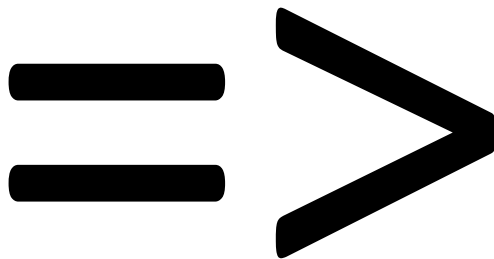
Will generate the button:



On button click, if on the BUY tab, the **shopController.cs** will send to the **playerScript.cs** the TryBuyItem() function with the parameters of the button. As each item has a different price the player will check if has enough money on his wallet and if yes, will return True.

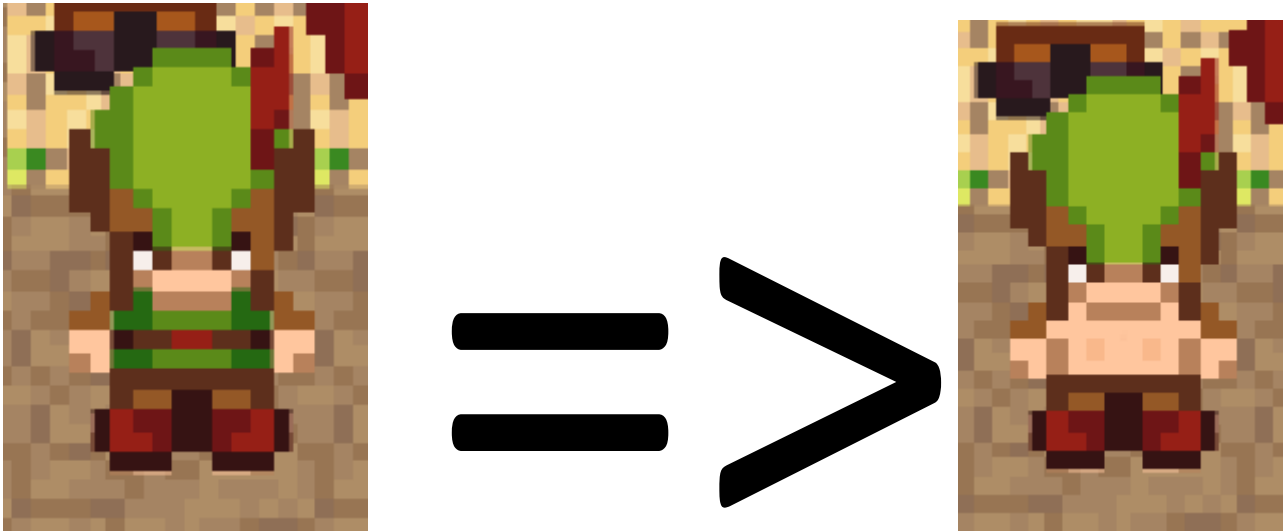
In case of the True the **shopController.cs** will send what item he bought to the **playerScript.cs** and the player will equip it, overwriting his old equipment, changing the sprite of that part of the player accordingly and deducing the gold amount from his wallet.

In this Example: If the players Gold is more or equals to 25, he is changing to a Green Shirt.



If the tab is SELL, the **shopController.cs** will verify with the **playerScript.cs** if the item code of the item he is trying to sell matches the item code of the current equipped item. The TrySellItem() function will verify that.

In the Example: if the code of the item he is trying to sell is 4 and he is equipped with the green shirt, then he gets naked and gets the money back.



Thoughts Process/Opinions:

The system was a very simple one, I didn't copy and paste any code, I made everything from scratch. I haven't done a system like this before, so it was a very good experience and learn a lot just from the interview task.

That was a lot thing to make this system better. My next step on the system would be make an inventory system to store all player items, and work on the SELL tab to only show the items that the player has.

A ToolTip to warn the player if he doesn't have enough money and to give better feedback to the money getting in and out of his wallet. A feedback sound for buy, sell and errors.

I started doing the sprites for the animations but was editing one buy one getting the cloths painted and separated from the body and I didn't have that time.

With my time limit I did the most I could, and I think it was a good job. Could be better? Of course it could, but am proud of what I accomplished.