

The first thing I thought about was how I was going to make the clothes, so my first thought was to use ScriptableObjects. From that idea in mind I started to see what I needed, such as a price and a Sprite. I started to build the player with his basic movement and his ability to interact with the shop, his inventory and that he can run into walls so I had to add Collider and Rigidbody. With this done, I set up the ScriptableObjects for each Clothe and divided it into the different clothes it can have. Once the player had done its basic functionality, and once all the Clothe were created, I started to make the clothes available to buy and sell in a marketplace. This meant that the item had to be added to one inventory and taken out of another, and vice versa with the sale, which meant dealing with several lists of Clothe and the prefabs they stored. At the end of this I was able to start with changing clothes that are in the inventory. By this point I realized that I needed a default clothing, otherwise there was a chance that the sprites would be null and void. Along with this, I had to make it so that if the item is sold it reverts to default and the item you sold doesn't remain. From here the only thing left was bug fixing, decorating the scene with Assets packs, which I downloaded from the Unity shop, and adding some feedback to help the player, such as controls and clarifying the area where they can interact.