

So, first of all I'm very proud of the final product, the way I designed the gameplay and functionalities worked very well. It was my first time working with this concept, of changing the player equipped clothes visualized, often i just worked with various equipment but none of them changing during gameplay. I started searching ways of doing this, ended up with animation layers, in each animation layer is a piece of equipment and changing the layer shows the player what he is wearing at the moment. I don't know if this is the best approach, but it worked and I'm very happy with the result.

After that I started to work with the shops. I made the UI and then put the shop feature to work. Where you can choose any item, and buy them. When you buy, you automatically equip the current item. I've decided to separate the hair shop from the clothes, and also keep the market in a separate shop just to get clear and not confuse the player. After making all things work and done about buying/selling it was time to work in the player inventory, so he can equip any of the items he has.

The player inventory took me more time than I was expecting to be. I started with just one item selected, then I realized that the player can be equipped with two at the same time. So after this brightness I figure out and make working nice. Maybe the code for the inventory can be refactored in a way that is easier to work, but I've decided to work more on the visuals, like the city itself and added some npcs.

I've decided to put some npcs just wandering around to give the game more feel of something natural and complete. Not just the player walking around alone. The audio it's simple, but it makes a lot of difference too, to the game feel.