➢ The game is designed in 2D using Unity, C# and Visual Studio, the assets used for the game were:

- For the player: https://assetstore.unity.com/packages/2d/characters/mighty-heroes-rogue-2d-fantasy-characters-pack-85770

- For the room textures: https://shubibubi.itch.io/cozy-interior , which was sliced using the sprite editor and then using the Tilemap tool convert it to tiles.

- For the UI: https://cupnooble.itch.io/sprout-lands-ui-pack and

- https://pngtree.com/element/down?id=NjY2NzQ3Nw==&type=1&time=1710340522&token=OTk3NzUyMjQxNmZhNzM0ODUyNWQ0ODIyNDU5NmYzOTg=&t=0

➢ The controls were set up using the new input system imported from Unity's package manager and on the PlayerControls script the controls were set up.

➢ The PlayerController script handles the player movement, which was done simulating the ones of The sims which is click to move functionality.

➢ The Shopkeeper and cloth tables interaction is handled by the ObjectInteraction script and also using a trigger zone that checks if the player is near the shopkeeper and clicks on the ShopKeeper to interact with it. If clicked on the shopkeeper a dialog will open, if clicked on a clothing table the store to buy an item will open.

➢ The store was handled using the UIShop script, which will take the StoreItem template, copy it and add the information of each item that will be shown on the store.

➢ To store and show the item information on the UI, I decided to use Scriptable objects which would allow me to add or reduce the amount of objects to be shown on the store in an easy way, with few steps without entering to manipulate the code.

➢ To equip the item bought, a PlayerSkin script was created to handle the amount of coins necessary to buy the cloth and change the sprite for the one bought.

➢ To handle the amount of money available on the player, a GameManager scriptwas created.