# Ye Olde Clothes Shoppe

## Planning, Thought Process and Development.

### Research

I was very excited when I received the documentation for the interview task, although I have never built a simulation game before and am a Junior Unity Developer with limited experience. Therefore I started right away by first doing research on the games produced by your company like Little Sim World and Stardew Valley. I went through the gameplay, functionality and features to get an idea of what might be expected.

I then furthered my research by looking at how to build my shop simulator, by going through tutorials and information regarding sim games. I then started gathering information on methods, tools and assets that I may be able to use for the development of the game. This was then further looked into and served as a guideline during the planning stage.

### Planning

As always, planning takes a bit of time. I started with look and feel: I wanted the game to have a simple and casual feel to it and I wanted the look to be minimalistic.

The core mechanic of the game for me was for the player to be able to buy and sell, as well as browsing and wardrobe change.

Rewards and payment system: Player has $1000 to buy clothes initially. I also wanted the money to increase over time, but for the prototype I simply gave the player money to buy without increasing.

I then started looking at my game functionality and planned around interactable objects and UI canvases for buying and selling items. I also looked at what I want to happen and when I want it to happen, for instance opening up a catalog canvas when a player makes contact with the clothing racks in the store or when the player can choose and buy the outfit.

After I had collected all my information and I was certain of functionality and game play, I started to layout my canvases and plan them by drawing them on paper and getting a look and feel for what it must look like.

Now I have my canvas layouts, player, cashier, shop and interactable object. So I started to roughly plan my code in bringing everything together. All the code I used was code that was put together from what I have learned working on my portfolio and some was constructed from research, but there is no copy and paste code within this project.

**Implementation**

I started with the project and started implementing some of the ideas that I had. I started building the shop layout and then went on to set up my characters and the items within the shop. The next thing was to create the canvases for the UI to buy and sell and to choose an outfit. Due to my struggle with multiple UI Canvases I was only able to have the buying canvas function. However this was a learning curve and with more research I found that I need scriptable objects and though I could not implement this in this project, I have made sure that I do more research and learning on scriptable objects as well as gamemanager implementation.

**The Game**

➔ Name: Ye Olde Clothes Shoppe.
➔ Platform: PC and mobile. Unity C#.
➔ Scene 1: Game "Play or Quit" screen with actionable buttons.
➔ Scene 2: Shop / game scene.
➔ Character Controls: WASD and left mouse button to click on items selected.
➔ Gameplay: Player needs to bump into items to trigger the UI Canvas, Player needs to select an item of choice and click on it, once the item is clicked the player's shirt color will change and the canvas will disappear again.

*Thank you.*