

# RPG Shop Sample, by Murilo Dias Moraes

This this Sample was made in 48h

I developed this little shop game mechanic where the player can walk up, down, left and right using WASD, interact with NPCs using E and open player inventory using I.

## Project Structure

### 1. Folders:

#### ○ **Assets:**

- **Animation:** Containing all animation clips and animators
- **Brackeys:** Brackeys 2D Mega Pack assets
- **Editor:** For editor scripts, has just one script (used to always play the game through editor in scene 0)
- **Prefabs:** All non-resource prefabs used in project
- **Resources:** ScriptableObjects and Prefabs that are being loaded in runtime
- **Scenes:** The project Scenes. We have 3 scenes, One EntryPoint that create configuration GameObjects and Singletons, CreateCharScene that are only shown in the first playthrough and ShopScene where the main game happens
- **Scripts:** All Project code files are here, separated in many namespaces for organization by feature:
  - Common, EventSystem, Inventory, NPCs, Player, ShopUI**
- **Settings:** Unity URP configuration files and assets
- **TextMesh Pro:** The text plugin used in the project
- **Textures:** Were sprites and sprite atlases are located, here also some external asset plugins are located, used for 2D assets

## Key Features

### 1. **Player Character:**

- A 2D player character sprite with basic movement controls.
  - i. Known issue: Isn't using the Unity InputSystem, only listening for key presses, this can make it difficult to port for other platforms in the future. But it isn't hard to update.
- Paper Doll system for equip and Unequip Items

### 2. **NPC Interaction:**

- A shopkeeper NPC and a Tip Dragon NPC.
  - i. The Shopkeeper allow the player to purchase and sell Items that will be equipped in the player
  - ii. Tip dragon talks with the player, showing useful tips for the gameplay

## **External Assets**

For this project only art and font external assets were used:

2D Mega Pack, made by "Brackeys":

<https://assetstore.unity.com/packages/2d/free-2d-mega-pack-177430>

Character Base, made by "Seliel the Shaper":

<https://seliel-the-shaper.itch.io/character-base>

Roguelike/RPG pack form Kenney:

<https://www.kenney.nl/assets/roguelike-rpg-pack>

Copyduck and Good Bakwan fonts