

First I created a game object, idea that he is GameObject fixed in the project, and be responsible for managing in-game communications. The dialog system was the only one I reused from another project, it takes the value of a variable and writes it character by character..

For in-game items, I created a Scriptable Objects, it contains information name, type, purchase value, sale value.

In the inventory there is a code to store it and another to display it on the screen, what to store it to store the Scriptable Objects, that the character has. To display, I used a game object, in this game object it has a scrollbar child, which was linked with scroll rect, to be adjusted with the amount of objects that in the Grid Layout Group component, this game object will load a prefab that will load Scriptable Objects information.

With some adjustments I created another game object to be store items, if sell option is selected it loads the player's inventory, if the selected item is not clothes type, it will sell the item for the value it is in the list.

As for the purchase option, it will load the items that are stored in the "store" script, thus organizing them by the highest sale value, as a separate "store" script, I can use different messages and different items for sale.

About changing the character's appearance I did the following, as I didn't have time to create assets from scratch, I used kenney.nl with some modifications, so inside the animator I created 3 blend trees, each one representing a color, so when If the player selects the outfit he wants, in the animator he will change a variable that controls which blend tree will be active.

If I had the right assets I wanted to control them by making each piece of clothing separate, being a specific game object, and changing them by the animator, thus being able to create custom combinations;

Player movement is simple, receives positive or negative value from horizontal and vertical, multiplies by the value set in speed, and this value goes to Rigidbody 2D speed.

As I informed most of the assets are from kenney.nl, my edits were made on top of the "plumber", making two colors of clothes for him and creating assets used by npc's.