Hi there, how are you? :)

For this prototype, I've designed a system to handle clothing using scriptableobjects (SO). SO helps create a MVC architecture because it fits as a model. Additionally, it allows non-programmer developers to use Unity more safely, as they won't need to interact directly with prefabs or in-scene game objects. Finally, SOs are excellent for creating tools since you can obtain their references using *AssetDatabase.FindAssets*.

I chose to work with a sprite sheet featuring more than one pose because, in my experience, this approach is safer for maintaining project organization and helping in changes, such as color themes, frame updates, etc. To use those I implemented a script (*AnimationSprites*) to take the texture (sprite sheet) and split it in sprites that will represent each frame of each state and direction, for example, walk left or right. The prototype has only two states, but the system is ready to handle more.

For the prototype in general, I pay attention to implementing following SOLID principles because it helps with reusability. For example, I could easily reuse the clothing and animation system when implementing the NPC. Despite the interaction between them, each is responsible for its own task.

Finally, if the development of the prototype continued, my next tasks would be: Implementing the prototype by starting with the last clothes used by the player, developing a shader to change the sprite sheet color, allowing for inked clothes and hair. Additionally, I would implement a tool or Unity test to check if the clothes ScriptableObject has a repeating ID. Lastly, I would develop a preview with the player's character body so that the player can see the cloth before buying it.

Thank you for your time, and if you need more money, just use the dev tool in the menu.