

## How The System Works:

- The player moves with arrow keys or WASD.
- The player interacts with the shopkeeper by clicking the talk button when standing nearby.
- The player can sell, buy or equip items when talking to the shopkeeper.

The player movement is divided into 4 directions (Front - Back - Left - Right) with 10 different body parts (BodyClothes - Hat - LeftArmClothes - LeftHandClothes - LeftShoes - RightArmClothes - RightHandClothes - RightShoes - Shield - Sword).

There are two variations of each clothing item (2 Helmets - 2 Armors - 2 Boots - 2 Shields - 2 Swords). When equipping an item, the item sprites of all related body parts are attached to the equivalent SpriteRenderers in the 4 directions.

## My Thought Process:

I started by researching the mentioned game references. I created Pinterest boards to get some inspiration for the shop layout and UI. And after I had a good understanding of what to do, I searched for art assets to match the vision I had in mind.

I created a 2D unity project and started with building the environment using tilemaps, then I added the player art assets to animate his movement in 4 directions. I added colliders to the scene, divided the player body parts, categorized clothing items, and created a PlayerInventory script so the player character can equip different clothing items and be shown while moving in the 4 directions. I added a decorative mannequin, a shopkeeper with idle animation, and created a ShopkeeperInventory script which includes a list of all the clothing items he sells. Then, I created the shop UI, added its functionality, and made a simple animation. Lastly, for extra polishing, I added music and sound effects.

## How Well I Think Did:

I think I did well but sadly I couldn't finish on time. I also learned a lot, it was the first time for me to use tilemaps, BrashMonkey Spriter animations, and make a customizable character.

## Art Assets I Used:

<https://craftpix.net/freebies/free-warrior-4-direction-character-sprites/>

<https://craftpix.net/freebies/free-npc-character-pack-blacksmith-jeweler-sage-warlord/>

<https://opengameart.org/content/indoor-tileset>

<https://assetstore.unity.com/packages/2d/gui/dark-brown-gui-kit-201086>

## Music & SFX:

<https://opengameart.org/>

<https://www.youtube.com/watch?v=IEi-K2r3i6s>

[https://www.youtube.com/watch?v=T\\_Q3M6vpCAQ](https://www.youtube.com/watch?v=T_Q3M6vpCAQ)

<https://www.youtube.com/watch?v=3I2pHIBCWFk>

**Videos I Watched For Guidance:**

[https://www.youtube.com/watch?v=\\_T\\_oSzGJGvI](https://www.youtube.com/watch?v=_T_oSzGJGvI)  
<https://www.youtube.com/watch?v=gb9eZpA5Eb0>  
<https://www.youtube.com/watch?v=jDmvQao-UbM&t=189s>  
<https://www.youtube.com/watch?v=kAPIWJJ6NQI>  
[https://www.youtube.com/watch?v=ryISV\\_nH8qw&t=637s](https://www.youtube.com/watch?v=ryISV_nH8qw&t=637s)  
<https://www.youtube.com/watch?v=whzomFgjT50>  
<https://www.youtube.com/watch?v=vLDK0eHwsho>  
<https://www.youtube.com/watch?v=VDdKv0DgY5I>  
<https://www.youtube.com/watch?v=Cry7FOHZGN4>  
<https://www.youtube.com/watch?v=UWhXS6iVsUM>

**Pinterest Boards:**

<https://www.pinterest.com/kokiezzat6282/game-clothes-shop-ui-design/>  
<https://www.pinterest.com/kokiezzat6282/game-clothes-shop-layout/>