Clothing Shop System

Introduction:

The game consists of a shop system in which you can talk to the employee, shop , try on clothes, buy them and they will be equipped on the player.

Work:

The clothes changing system was made with scriptable objects. Each clothing option was made a scriptable object containing every information about the object, the clothes showing in the game are buttons, when they are clicked the player sprite changes to the item that was chosen, and then a buy button appears, when clicked the item is equipped and its price is deducted from the players wallet. If the player has no money left he can't buy any more clothes.

The player has a point and click movement system.

How To Play:

1- When the game starts the player should move near the employee (by clicking anywhere near him).
2- When the player is near the employee a dialogue starts and a shop now button.
3- Click the button to try on clothes and buy them and they will be equipped.