

Developing a Life Simulator Game: Mechanics, Challenges, and Growth

In the field of game development, my recent project is a testament to my evolving skills. The game is a life simulator, focusing on interacting with a shopkeeper to buy and sell clothes, creating a unique virtual experience. This essay discusses the mechanics I designed and the challenges I faced during development.

Starting with the basics, I set up movement controls using Unity's New Input System with future scalability in mind. While controller support wasn't integrated, the choice of the New Input System laid the groundwork for potential expansion. I then tackled interactions by implementing a modular class interface. Players can see item names when close and press the space bar to interact, all thanks to this modular design.

Creating a user-friendly UI for the item shop and clothing changes was crucial. I used separate Canvases for better performance, organizing them with horizontal and vertical layouts. I optimized the item display using grid layouts within a scroll view, ensuring a structured and visually pleasing interface.

However, the real challenge arose in managing the shop, inventory, and changing UI. To simplify this complexity, I developed a generic and modular Inventory script, accommodating different characters. This system, along with the development of item prefabs, was woven meticulously into the fabric of the inventory-shop-dressing room setup, with a keen eye on project scalability. Coordinating the shop's content, player inventory, and changing UI required careful planning and frequent updates to ensure a seamless experience.

Time constraints limited the project's scope, preventing me from adding music, sound effects, animations, and refined icons. Nevertheless, the completed project reflects my dedication and growth. Looking back, I acknowledge areas for improvement, especially streamlining the interaction system through interfaces and refining animations.

In essence, my developed life simulator game demonstrates my progress in game programming, user experience design, and game design principles, all grounded in a commitment to delivering quality. The intricate mechanics and interfaces showcase my technical skills and understanding of crafting engaging player interactions. As I continue honing my skills, this project remains a testament to my journey, highlighting my ability to create captivating virtual experiences with innovation and quality.