

## Documentation

The game is just called "Simulation Game", and basically what you're able to do in it is walk around and interact with the clothing store. In the clothing store you can, obviously, buy new clothes and customize your character, as well as sell the clothes you don't want anymore. The clothes are divided by parts, and for each part you have up to 6 options to choose from. For example, you have the hood part, and 6 different options of hoods to choose from. The game also has a money system, so you can buy and sell the clothes. However, it hasn't any use other than that.

To create the game, in short I followed these steps:

1. Found a customizable character asset;
2. Made the character's movement and animation;
3. Made the camera follow the player;
4. Found an environment asset;
5. Found an UI asset;
6. Created the player customization system for the clothing store;
7. Created the scenery;
8. Made the doors functional;
9. Created the money system;
10. Found and implemented the sounds.

In the end, I am quite happy with the results. I wish I could have added a shopkeeper to the clothing shop, but I didn't have time. Other than that, I think I did a good job.