

Scripts

- Player_Control – Control the player behavior
 - Variables
 - clothes
 - GameObject that holds all items;
 - shirt
 - Boolean to check if the player is wearing a shirt;
 - legs
 - Boolean to check if the player is wearing a legs;
 - boots
 - Boolean to check if the player is wearing a boots;
 - speed
 - Player speed;
 - anim
 - Array of Animator, to sync the animations of the Character and Clothes;
 - rb
 - Player Rigidbody;
 - blockInt
 - Array of boolean to prevent the script to send unnecessary commands while moving;
 - blockIdle
 - Boolean to prevent the script to send unnecessary commands while idle;
 - interacting
 - Disable player movement if it's interacting;
 - canInteract
 - If the player is in a trigger and can interact with an Actor;
 - ac
 - Actor trigger check if the player is able to enter a event;
 - Direction
 - Enum of all the possible direction that the player can face;
 - direction
 - Variable that hold the player direction;
 - Classes
 - Movement
 - Receive the direction (int) of the player and execute the movement. Requires the direction that the player is facing as Int value;
 - UpdateAnimator
 - Update all the clothes animator;
 - OnTriggerStay2D
 - Check if the player is in a actor trigger and if it's facing the actor;

- Actor_Trigger – Trigger to an Event/NPC/Actor that the player can interact
 - Variables
 - directions
 - Direction that the player need to face to interact with the actor;
 - shop
 - Script from the Shop class;
 - Classes
 - StartActorBehavior
 - All actor will start with the same function: ActorBehavior()
- Shop_Canvas – Holds all shop basic buttons
 - Variables
 - welcomePanel
 - The main panel with the first NPC message;
 - buyButton
 - Buy button;
 - sellButton
 - Sell button;
 - exitButton
 - Exit button;
 - shopPanel
 - Background panel that will hold all the buttons;
 - buttonTemplate
 - Template of a button with text to instantiate;
 - itemButtonTemplate
 - Template of a button with image to instantiate;
- Shop – Base function for all the shop types
 - Variables
 - player
 - Player GameObject;
 - pcScript
 - Player script;
 - playerItems
 - Player item in the inventory;
 - shopInteracting
 - Check if the player is interacting with the shop;
 - mainCanvas

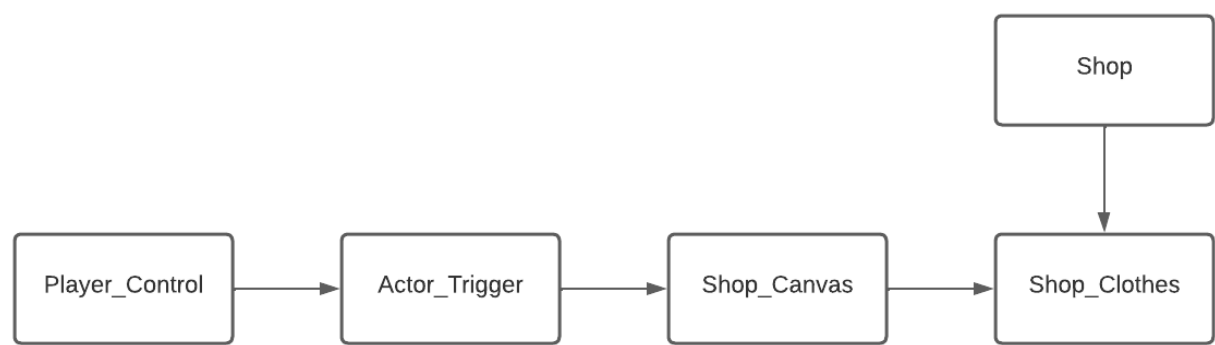
- Main shop screen;
- scScript
 - Script of the Shop_Canvas;
- waitMain
 - Block corroutine to make transiction effect;
- waitSub
 - Block corroutine to make transiction effect, used when there is more than one coroutine transictioning;
- pressTime
 - Bool to add a delay between the buttons pressed;
- fadeTime
 - Time to Fade In/Out the buttons during the transition effect;
- buttonList
 - A list of button list that holds all the buttons of the shop;
- highlightColor
 - Color of the buttons currently selected;
- normalColor
 - Color of the buttons not selected;

○ Classes

- ActorBehavior
 - Class that all the actor must have to initiate;
- ShowMainMenu
 - Show the main menu, including buttons and panels;
- HideMainMenu
 - Hide the main menu, including buttons and panels, ending the Actor interaction;
- ShowButtons
 - Show only the buttons without the panels;
- HideButtons
 - Hide only the buttons, leaving the panels;
- ShowShopList
 - Show the list of the Buy or Sell menu. Requires an Int value to set an active panel;
- HideShopList
 - Hide the lis of the Buy or Sell menu;
- QuickUpdateList
 - Quick update the sell item without the need of close and load the panel again;
- SellList
 - Calculate the size and location of panel and quantity of buttons;
- FadeIn
 - Fade in system, requires a float value for time to fade and a GameObject to fade;
- FadeOut
 - Fade out system, requires a float value for time to fade and a GameObject to fade;
- PressTime
 - Delay between the pressed keys by the player, low value means that there is a risk of the selection passes by multiple buttons with only one press of the key;
- HightLightButton
 - Highlight the button selected, need a list of buttons to highlight;

- PressLeftKey
 - Navigation system to navigate between the buttons;
- PressRightKey
 - Navigation system to navigate between the buttons;
- Shop_Clothes – Inherit all the function of the Shop
 - Variables
 - buyClothesList
 - List of items that the NPC can sell
 - Classes
 - UpdateClothes
 - Update the clothes of the player
 - BuyList
 - Calculate the size and location of panel and quantity of buttons;

Flowchart



Notes

- Bugs
 - Selling an item for the first time don't refresh the list;
 - Buying the same item leads to an error, for some reason an Array didn't clean;
 - After buying an item, it doesn't sync immediately;
 - Leaving and entering the shop for the second time don't show item list;
 - Sometimes the Highlighted button is the wrong one;
- Missing mechanichs:
 - A Proper Inventory system, since the player can buy and sell items;
 - Move up and down in menus, right now it's only possible left and right;
 - A more customizable and universal menu system;