So,

the game is very simple overall. All the demanded features are included; e.g. walking around the room (only the bottom part of it, you walk by clicking the desired place), talking to the shopkeeper (by clicking anywhere next to her), buying/selling the clothes and of course equipping them.

All of the code was written by me during these 2 days, I tried my best to keep it clean and understandable.

The biggest problem was probably setting up the whole shop system with equipping etc. without messing everything up, but somehow it all works. A quick dialog was implemented without any problems, the same goes for walking and simple animations.

As for the art, the room and the plant were taken from the internet, while the girls and their outfits had to be drawn by me (I hope they're not too bad :)). All of the audio has also been downloaded and sometimes slightly edited.

That strange hair block texture was used to cover some part of the dresses to give that visual effect while keeping their file images clean and useful for the shop icons.

I was planning to change the font to some pixel-like one but in the end after testing a few I decided that the Liberation Sand works surprisingly well in comparison to the other ones and I decided to let it stay.

I think I liked the process, the game was easy to do and maybe even a bit fun to play, especially drawing those cute ladies (they were the main reason to name the game "Cute shop" :)).

I've tested it a bit in the end and I haven't noticed any bugs but it's late at night so forgive me if I've missed something haha.

I have no idea what else I can write here and this sentence is only to reach 300 words lol (I've put up a few comments in the code maybe they'll be useful).

Hope you like it!!!

Kind regards,
Adam Malinowski