ShopSystem_EquipItems

The game focuses mainly on Shop System. It features Dialogue System upon talking to NPC which happen to be a merchant who sell and buy clothing/equipment. Upon buying an item, the player equips immediately the purchased item which will be visible to player's image, and the "Buy" button beneath the bought item turns to disabled "Equipped" button. After buying a specific item, the game disabled the "Buy" button on other items if their cost is higher than the player's reduced coins after the purchase. Upon clicking the "Sell" button among Buy-Sell-Cancel options, the player is notified if he has no item to sell. If he has item(s) to sell, the item panel disappears as soon as he sells that item and his coins update accordingly. The game includes plus and minus buttons for testing purpose of buy and sell functionality in which the player's coins (in Gold) is incremented or decremented by 10. Minus button gets disabled if the resulting difference of coins is below 0G while the Plus button gets disabled if the resulting sum is more than 100,000G.

The player is composed of combination of SpriteRenderers, which makes "paperdolling" possible by turning on and off specific SpriteRenderer, or replacing assigned Sprite on SpriteRenderer with another Sprite. This is implemented by a nested Serializable classes assigned to fields of List of that Serializable class, though looks complicated but it is efficient and more organized way of "paperdolling".

ScriptableObject & List data structure is heavily used in the shop system. Minimal Coroutine and LINQ are also implemented. Unity Input System and Cinemachine are used in the game.

Implementing these features is challenging and also fun. Not only you have to code it but also structure the code efficiently and elegantly. All in all, it's a good experience and exercise to one's logic.