

This is a simple documentation of the development process of a Small-Scale Clothes Shop Sim

I'm using assets from Kenney <https://www.kenney.nl/> which I generally use for prototypes and placeholder

First I built a simple room using the tiled assets. The idea is to spread the clothes around like a department store.

To keep clothing replacement as simple as possible, I just sliced the tilemap keeping each clothing piece with the same size, so I can just switch them up via code. Ideally, I'd have a tilesheet for each clothing piece and slice them by fixed amounts, but for a prototype my process will be enough.

The character will have very simple movements using transform, as I only need collision calculation and not much else from the Physics package. I'll also keep the UI to a minimum as I like this kind of aesthetic.

The clothes will be placed on tables and the character can interact with them to put them on. The clothing currently being worn will then be replaced. I will use scriptables to hold clothing data and the player controller will manage what is being worn. This way it would be easy to scale the game, just needed the tilemap changes mentioned above.

Downloaded a free pixel art font from <https://www.dafont.com/pt/pixeled.font> to match my assets, but UI will still be kept to a minimum. As this is a prototype I'll not spend a lot of time with anchoring and just fix a 16:10 resolution

The currency was developed to work as a shopping cart, the player will choose clothes, look them on the character and then decide what to buy. When bought, clothes disappear as if going to player's home or a chest or something (that is not included in this prototype).

All this was done in a little under 16 hours and I'm quite happy with the final result. There is a lot to improve and many areas I could work, but doing this gave me a lot of great ideas. It was a fun little endeavor and I hope everyone appreciates it.