The character

Starting with the character, I decided to not use Unity Animator system, and the reason for that, is because for each equippable item, I would have to create a new animation for it to fit the character, considering the character would have 6 customizable items (2 outfits, 2 hats, 2 hairs), in addition to the default outfit and the character body, I would have to create 96 different animations (32 for walking, 32 for idle, and 32 for pushing objects).

Instead, I created a custom animator component for the character, which works similarly like the Unity animator system, but the difference is that with 1 Scriptable object, I can pass all the directions the player will face, reducing drastically the number of objects needed. Given the size of the project and the time given, it wouldn't be either possible or viable to make a full custom Finite-State-Machine.

The Inventory / Shop

For the items the player can have, I separated them into "Sellable" and "Purchasable" items, being the "Sellables" the crops the player will harvest and sell to get money to purchase the "Purchasable" Items which are the customization pieces.

I chose not to separate the items purchasable items in categories such as like "Hats", "Outfits", and "Hair", simply because the was only 2 types of each on the asset pack I downloaded, However that could be simply done by using the "ItemType" parameter present in every purchasable item.

My personal performance

As a whole, I think I did pretty good, what took more time for me to accomplish was the custom animation system for the character, because it took me a while to realize that creating every animation to use on Unity Animator was gonna take too much time, and creating my own animator system looked like would be more work than creating the animations. The rest of the development was pretty smooth, like the addition of the shop, inventory, creation of crops, etc.