

In the initial phase of my project, I meticulously organized the system requirements on a Notion page (<https://raissasche.notion.site/2D-Dress-Up-Shop-7ac2c924f746456c9562edaea1328a93?pvs=4>), laying the groundwork for a systematic approach. Subsequently, I embarked on the task of gathering essential resources, focusing on choosing a comprehensive sprite atlas encompassing the character's body, clothes, hair, and head accessories.

The crux of my efforts centered around prioritizing the character's movement system, with a particular emphasis on the intricate process of spritesheet layering. This involved slicing and meticulously organizing individual sprites within the atlas to ensure a structured and user-friendly project for future collaborators.

An essential aspect of my work included manually adjusting item offsets for each item, adding a layer of precision and quality to the overall design. Moving forward, I delved into establishing the environment and user interface, leveraging a tilemap asset package alongside Unity's Tile Palette feature. This entailed the strategic layering of two levels of tiles—one for the background and another for objects that would interact with the player through collisions.

The culmination of my efforts involved the completion of the Inventory and Buy/Sell system, a feat achieved amidst challenging time constraints. Considering the novelty of my experience with layering spritesheets, I believe I executed the project to the best of my ability.

Looking ahead, my strategic plan involves system refactoring. Specifically, I aim to enhance organization by isolating the items into their own class, eliminating the current scattering between Player and Inventory. This thoughtful restructuring will contribute to a more streamlined and maintainable codebase for future iterations of the project.