

# About the Project

By: Renan Peres

## Happy Holidays!

So, for this project I started by looking up assets that could fit the desired results, a nice environment and an easy to customize character. I like to start with the game world, because that gives a good wide view on what is possible or not with the current pretended mechanics.

Soon after that I prepared the player character to receive more outfits, I made a Scriptable object to store all the outfits data, and added more functionality to the movement controller. Then was the time to create the store itself, for that I made a NPC with simple dialog lines and added an interaction controller to the game, thus giving the possibility to talk and enter the store by pressing the “E” key. I separated the store banners in prefabs and just copied them over, then I made 5 new outfits in photoshop for the character. The prices, icons, descriptions all came from the SO that I had previously built.

Next I added some way for the player to gain coins to buy those outfits. I looked up at the asset store once more and found a cool monster pack. I added the pack and worked on top of it by building a simple combat system, gave the player a sword and rewarded +1 coin by killing monsters.

The world was too boring, so I also added some chest that rewarded +5 coins, and added destruction to base props like barrels, crates and others.

Last thing was the polishing phase, where I created the VFX particles for monster and prop pops, added a coin feedback text to show how many you were getting and from where. And to give the final touch I added a sound controller and some clips, to make it more cozy and immersive.