

ClothesShop Unity Example

My vision for the project

I like games with elegant systems that lead to emergent situations, in contrast to games that have a pretty facade but are shallow underneath. That's why I prefer the chaotic experience of the Fallout saga over a cinematic game like Mass Effect: the interactions of the multiple mechanics in the first one makes it feel like a real place where your only limit is your imagination, even though Mass Effect provides a more "polished" experience.

On the other hand, I prefer a minimalist intuitive design over complex interfaces that need to be learned beforehand. In my opinion, a game is well-designed when it can be understood by a new player (even a non "gamer") without much of a tutorial or a guiding hand.

Seeking to combine these 2 principles I made a top-down game with a simple drag and drop interface where the user can buy, sell and equip items. There are NPCs roaming the world which also equip the same items available to the player, as the code doesn't make a distinction between playing and non-playing characters.

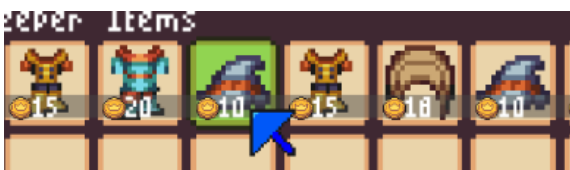


How the project is structured

My aim was to make a highly modular and extensible project. Adding a new Item does not require changing the codebase, you can duplicate an existing item prefab, change its graphical resources, properties and add it to the "Item Dictionary". The Item Dictionary is a prefab that contains a reference to every item in the game.

A game designer can create a new character by placing an NPC prefab on the map and then changing its equipped items. The process of creating a shop is just as streamlined: just place a shop prefab on the map and assign the items to sell in the inspector.

The project is ideal for a game designer that wants to focus on creating a world and a setting just by interacting with the Unity Editor instead of C# scripts.



Pre-made Assets used:

Mana Seed Character Pack : <https://seliel-the-shaper.itch.io/character-base>

Mana Seed Gentle Forest: <https://seliel-the-shaper.itch.io/gentle-forest>

Minimal Pixel Font: <https://mounirtohami.itch.io/minimalpixel-font>

Cryos Mini GUI: <https://paperhatlizard.itch.io/cryos-mini-gui>

Shikashis Fantasy Icons Pack: <https://shikashipx.itch.io/shikashis-fantasy-icons-pack>

Super Retro World Interior Pack: <https://gif-superretroworld.itch.io/interior-pack>

All the code was written by me. No previous codebase was reused