

Shop Simulator

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The project consisted of a clothes shop prototype, where the player can buy, sell, and equip clothes bought. As it was only a prototype I made some systems simpler, to be “less generic” but still deliver what it needed.

The shop item is pretty straightforward: there is a list of items the player can buy, each corresponding to a different item type, defined by an enum as Head, UpperBody, Leggings, and Shoes. The player keeps track of the items they own simply via a List of items. Also, to make the items more easily configurable I ended up using ScriptableObjects so I could set the values more easily to be passed on. The “sell” part of the shop gets the items owned by the player and lists them, currently using the same price as the player paid for them.

When items are bought they are sent not only to the player’s list but also to the inventory on the bottom left of the screen. There, the user can click on an item to equip it, and then click on it again to unequip it.

Making the system to equip the items was the really interesting part. I got a sprite pack from the Mana Seed project at Itch.io and it comes with a few animations and one set of clothes. I searched through the docs to see what I could do since I never worked on such a system. Since the sprite sheets are the same size I use the rect of the current sprite of the body to determine the rect of the equipped item, that way, the main body and the different pieces of equipment would be synchronized.

Though some refactoring could be of use, I think the performance was good, and it was a nice experience.