

# **CLOTHING TOWN**

Documentation and Thought Process

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## Overview

Clothing Town is a small and simple simulation game that focus on a daily routine of buying clothes.

To develop it, first I created a chronogram that would help me do a quick production in 96 hours, and it stayed like this: First I would set the project and the most common assets, next produce the basic gameplay such as walking and interaction, then implement the core mechanic (Inventory, Clothing and Shopping system). In the end I would use the remaining time to do optimizations such as adding soundtrack and sound effects and fixing bugs.

## System

From the main menu you have 3 options that include starting the game, view the tutorial and exit the application. As shown in the tutorial tab, you start the game with 50 coins and need to explore the environment to discover the NPCs that sells and buys clothes. After buying one clothe with a NPC, you can sell this same clothe for more or less money for the other NPCs until you have all pieces.

## Thought Process

As I started developing the game, many ideas came to my mind. I was aware of the limited time and resources that I had, but better to cut some extra features than to cut basic ones. Starting from scratch was an easy process for me, I was already familiar with GitHub for version control and basic game development in Unity; so, I managed to make great progress in one day. I picked some free assets belonging to “Vaca Roxa” on the internet, as well as some free soundtracks and SFX. Despite that, I also made some assets using Photoshop like the red arrow and edited the player sprite for the clothes change.

After some problems that I encountered during production because my lack of experience, like adding colliders too late in the process but I manage to do a workaround for it to function properly. I found some issues on the interaction methods that I used, but sadly as it was too much time, I didn’t have the privilege to redo, so I did some long coding lines for each interactable but knowing that was a much better way to do it.

I wasn’t aware of everything that I would need to do, but thanks to the unity documentation and some internet tutorials I learned so much for just making it, for example the use of Animator Controller Override was something unusual to me, but I found it to be very useful on every project because I learned how to apply it.

As time went by, I had to ignore some ideas that I was thinking of like a cycle of day and night, and to exclude some interactables for less code pollution.