

For the assignment the first thing I did was to look for assets that would have the same style as the rest of the game. I used five different scripts. The first one is Camera\_Follow which uses the position of the player and an offset so that the camera moves when the player starts to go too far from the center. The following three scripts all revolve around the player, the first one is Player\_Movement. This script moves the player using it's Rigidbody component and depending on the direction the player is moving it will also play the animations of all sprites both the player and the clothes it's wearing. Player\_Inventory keeps tracks of all the items the player has, dividing them by categories and using queues. When one queue is empty I will turn off the respective animator in the player so that the functions do not call that animator which has no sprite. The last script the player has is Player\_Collision, by assigning different trigger colliders to the NPC and the closet, a sign above them will appear which means the player is in range to interact with them. Last but not least, Display\_Menu which is attached to an empty game object which will be the game manager. This script has the different functions needed to display the UI as well as giving the player the option to buy and sell items. This script also communicates with player inventory so that changes will reflect to the item queues so that when the player sells or buys an item the inventory can update, as well as updating the money the player has after buying or selling something. Because the selling menu and the menu needed to change the player's clothes had to be dynamic, this script also creates the buttons to reflect the current situation of the player's inventory. The animations were made using Unity's animator and a sprite sheet for each individual piece of clothing. The sprites sheets were generated using this sprite generator tool <http://www.mmorpgmakerxb.com/p/characters-sprites-generator> and the the sprites used for the furnitures are from this asset pack <https://gif-superretroworld.itch.io/interior-pack>.