

Controls:

NPC Interaction : F

Inventory: I

Interaction with game world: E (mirror, world , cloth sections)

Play:

Player should wear dresses from inventory after purchasing them.

Player can't sell the piece which is worn at the moment.

Development Process:

First Day:

I tried to find assets with skeletal animations which I think Little Sim World or any game which needs customization use. But I failed at finding them. I searched clothes with same animations, but I failed at it too. Finally, I postponed it and started designing environment with a tile palette I mailed about if changing color is enough for the interview.

Second Day:

I created the player with different hair animations. I needed to create animations for every piece. I have two pieces per part of body but they use same sprites with different colors I approached them as different game objects and made different animation although I could easily change color.

I don't have skeletal animations which control parent object's position and only change sprite once. Now, I have to change sprite for every frame. I limit my objects with 2 different pieces for the purpose of the interview.

Third Day:

It is my first topdown project. I thought sorting layers could be enough but it wasn't. I searched on the internet and found Project Settings-> Graphics-> Transparency Sort Mode and changed it to custom axis and based on Y axis. I changed pivot point of tiles and player. The body parts except body itself are little lower so they will be top of body.

I made market and shop menu using buttons. Every button has an anti-button. It is not the best solution but we have a few objects so it won't cause problem.

Fourth Day:

I made optimization in the codes. I added interactions with world. I found beautiful UI elements on the internet and used them.

Assets and Help:

UI Asset: <https://assetstore.unity.com/packages/2d/gui/icons/2d-casual-ui-hd-82080>

Font: <https://www.dafont.com/vcr-osd-mono.font>

Environment: <https://limezu.itch.io/moderninteriors>

Animations and Some Scripts: <https://github.com/tutmo/2D-Character-Creator>

I made animations using sprites I get from here. I looked at BodyPartsManager.cs, SO_BodyPart.cs, SO_CharacterBody.cs and changed them as I need them.

NPC is from my previous projects I don't remember where I got it.