

Controls:

NPC Interaction : **F**

Inventory: **I**

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

Play:

Player should wear dresses from inventory after purchasing them.

Player can't sell the clothing they are wearing.

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 the body but they use same sprites with different colors. I approached them as different game objects and made different animations 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 only have 2 different pieces per body part 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 points of tiles and player to make it smooth. The body parts except body itself are little lower than body so they will seem on top of the body.

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

Fourth Day:

I made optimization in the codes. I added interactions with the 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 got from here. I looked at BodyPartsManager.cs, SO_BodyPart.cs, SO_CharacterBody.cs and changed them as I needed.

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