

MY DEVELOPMENT PROCESS

After initiating the Project, my first task was to focus on player movement, which was relatively straightforward due to the game's simple mechanics. I successfully incorporated animations for the player character and configured their movements based on user input. Next, I designed a basic scene featuring an NPC functioning as a shopkeeper. The NPC was programmed to engage in conversation as the player approached, and I added animations to enhance its liveliness. The shopkeeper was equipped with a 2D box collider that would detect the player's presence within a certain range. When the player triggered the interaction (I used the "E" button as default), a shop menu would appear, showcasing a variety of clothing options. Each item displayed its attributes, such as price and name. To facilitate customization and improve data management, I employed ScriptableObjects to create all the items. This approach greatly enhanced flexibility and simplified the saving process. Once the buying and selling mechanisms were implemented, I proceeded to synchronize the clothing animations with the player's movements and input. Since all the sprite sheets were consistently positioned, configuring the animations became more straightforward, albeit time-consuming. Nonetheless, the implementation process was relatively effortless. Following that, I tackled the development of an inventory system. As the player acquired items, I needed to provide a means for equipping clothes. Consequently, I devised a user-friendly drag-and-drop inventory system, complete with a dedicated slot for equipping items. This system enabled seamless item management. To heighten the interactivity of the environment, I added various interactions around the shop, allowing players to immerse themselves in the game world.

Finally, I focused on the overall aesthetics by incorporating appropriate set dressing. I meticulously crafted the shop using 2D sprites and enhanced the visual appeal with lighting, shadows, and post-processing effects. To polish the game further, I resolved any lingering inventory-related bugs.