Development process log

First, I came up with a concept and organized it in my mind. I thought about things like how can the player buy the items and how can they wear the purchased clothes. My idea that I liked to most is to have a clerk that you can bring the items to. After you bought them, they get into your bag and you can click to wear them anytime. This obviously simulates a wardrobe from a larger-scale game.

After that, I had to get some „placeholder" art. My pixelart skills are not the greatest, but I decided to go with that, because I wanted to rather concentrate on the coding part.

I had an interior asset pack from a bundle I purchased before: *https://www.gamedevmarket.net/asset/japanese-bar-interior-game-assets/*

Since it's for a bar, I also had to create a cash register, a clerk, the different clothing options (icons + wearable), the racks, and the player.

I decided to divide my character into a face, a shirt and a pants, since the main highlight here is the clothing.

I had all my assets done and moved on to unity.

I started with a tilemap for the floor and walls and constructed an interior. Next step I placed down the interactable objects like the clothes rack and the cashier and gave them both a solid collider and a trigger collider.

I made a player, gave him a collider and gave him a simple Movement class script to move around with unity's default movement key (which includes WASD, arrows and also controller stick input)

For the next step I constructed the UI elements from unity's default methods since they work well here.

Then I made the methods for detecting collision areas and interacting them when the player presses an interact button, which I defaulted to E, but can be easily changed. I also defaulted Escape as an exit button.

For better organization, I figured I will make some static scripts for some variables and objects, so the project is not bloated with needs of assigning everything that's shared across multiple scripts, every time.

Maybe some values, like the FreezePlayer( ) function, was not needed to be a global function, but for expanding's sake, I felt much better about putting it there. It's much more universal and flexible if anything unplanned comes to mind.

Next step was to give function to the Items. They carry a lot of information with them, and other scripts are based around that. For example, they carry their price with them, so when the item is passed onto the cashier script, it can just call the price of the passed item.

Next step, I made a very simple drag and drop handler to imitate "taking" the item into your hand.

Finally, I attached a button to those items and made them multi-purpose. If the item isn't purchased and on the racks, the button is naturally disabled. Otherwise, if the item is in the player's hand, the button's purpose is to snap back to the original place they were on. Once the item is purchased, their purpose from the bag is suiting up the player on click.

I think I'm satisfied with the code and the mechanics, but I know the art is ridiculous and it looks like a 5 year old done it, but I consider it a placeholder, since I figured it's not the main focus.

I also completed the most important task and had a great fun in the process of the development.