

Started by working on the sprites. Making them myself that is.

First I made an idle animation for the player, then I created a tilemap for the world, with different tiles for the walls and floor.

I then added the back wall tiles and the floor. I had to sort the back wall tiles into a separate layer so that they would appear behind the other walls.

I changed the player to dynamic rigid body, then set it so that the player stops when it hits the walls.

I added a shopkeeper with an idle and blinking animation, then I added a walking animation for the player.

I added the shopkeeper's talking animation, then I added the ability for the player to interact with the shopkeeper.

I added the inventory, the shop, the ability for players to buy items and then equip them in the inventory. I had some serious problems with having the players wear the clothes though. I am going to change the way I'm doing the animation.

I finally fixed the animation. I had to change the way I animated the player from using sprites to more of a bone-based animation. Now it works. The player can put on any clothes and still animate correctly.

I had to fix an issue with the shopkeeper and I changed the method of displaying dialogue options from scriptable objects to a serialized list of strings on the shopkeeper script.