# The Shop

This is a document explaining my thought process on The Shop. The task was to make a game mainly about buying outfits and equipping them on a moving player character, able to interact with the world. The first step in making this was to design a system that would allow character customization. One of my goals for this was to make it extremely easy to add new clothes, which is why I ended up using scriptable objects for clothes. Easy to create means much less hassle in the future. For both the plants and the clothes, I used scriptable objects, with a BaseItem base class that plants and clothing derive from. Plants only have one extra variable, their GameObject for when they must be placed in the world. Clothing has 2 extra variables, the equipped sprite that will replace the body part's sprite when equipped, and a Slot enum, which will be used to know which part of the body to replace. I find that this system is very easily expandable and could even add many more item types in the future, like consumables or tools. Since the inventory system is based around BaseItem, derived classes from it will already be added into the inventory with no problem.

After the clothing system was finished, the game still felt very much empty, and goalless. There was no way of gaining money, so unless I gave infinite money to the player, they wouldn't be able to afford buying the clothes. I decided there needed a way for the player to make money. I decided upon growing plants, taking inspiration from the likes of Stardew Valley. The way it works is very simple: Go to the foods shop, buy a plant, go outside and grow it, collect your bountiful fruits and go sell them for a profit. I designed the starter area in a way that would eventually lead you to the foods shop without the tutorial text on the ground: First, the path leads to the shop, hinting to the player that there will be something useful there, and there is also a sign pointing in the direction of the foods shop. The player will also spawn with vision of the clothes shop, which they will likely visit first, and thus set anticipation for the things they will be able to buy.
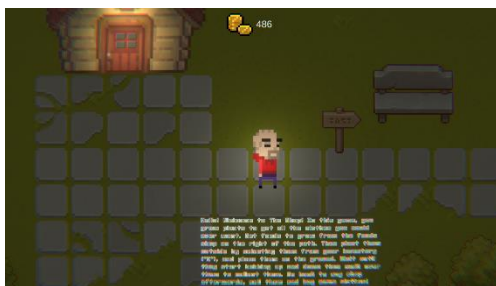
The visuals of the game were a mix of old arcade games, with the lens distortion and film grain making it look like an old game played in the arcade: I wanted to go with these visuals because they would be relatively simple to implement, fit the pixel art style as arcade games were pixel art, and it fits the small scope of the game.

I think I did relatively well on this assignment, getting further and adding more detail than I thought I would, and would love for the opportunity to work on Little Sim World, to improve my skills in programming and unity, and because of just how many people are excited for the game. 😊

Thank you for your time.