

# BGS - Clothes Shop

## Concept

The original plan was to make Scriptable Objects for each piece of clothes and be able to assign to it animation clips and in runtime make the Animator Controller for each piece of clothe to dynamically change to what is equipped, so it is easy to create and modify them.

## Implementation:

The version I ended up with is a Scriptable Object that contains the Sprite for the Merchant, a Price and Clothe Type so we can toggle on and off the controllers for each piece (would have liked to be able dynamically change the animations).

Since I could not get it to work I just went and created a single animation and controller and toggled it on and off depending on which was bought.

The Merchant has a list of the Clothes that it can sell from the Scriptable Objects so we can easily add and edit them.

## Assessment:

I lost quite a lot of time trying to figure out a way to dynamically change the animations in runtime for the clothes, but I thought it would have been a very nice feature to have but had to discard the idea for time. Also making a Menu scene and some features like pause for a better overall experience but lacking the time I only focused on what was specified and have it working.