

My first step was accessing the requirements and breaking the tasks down into smaller ones. I then listed this out and tried to organize them by priority, from basic character movement all the way to getting the equipped clothes to show on the character via the equip menu, with a couple of extras, like lighting effects and animations if I had time leftover. Looking through the optional assets, I picked the Character Base, by Seliel the Shaper, as it both seemed to fit best for the task, and personally appealed to my tastes. For the player movement, I made a simple system using a Rigidbody and Getting Inputs from the standard axis, and for the movement animations, I used the Animators Blend Trees, to speed up the process. I have never made a system for the player being able to equip multiple pieces of clothes individually before but looking at the clothes layers in the Character Base asset, I had the idea to animate them, the same way I did with the Blend Trees for the movement, and then trigger all the animator at the same time to sync them together. In retrospect, there is probably a way more efficient way, like getting a specific sprite index through code that corresponds to the base player animation frame, but by the time I realized this and didn't think I had time to do back. Building the scenery was really fun. Finding good assets took a while, but I am happy with the results, and got the cozy atmosphere I wanted. Making the Hud for the store gave me a similar feeling, but getting it to work, made me stuck. I also never programmed inventory systems before, and it proved to be too difficult at the moment. In the end, I managed to make the skeleton of the system, buying clothes, dragging them to the item slots, and, in the editor, successfully changing the clothes by switching the player Animator Avatars through Scriptable Objects, but not in runtime. I can take a small amount of pride in knowing I tried my best, but I couldn't fix the bugs or add everything in time. Maybe I can learn to finish on my spare time, but for now, I thank you for the opportunity.