

From the start I knew I didn't want to produce art and didn't want to use pre-made code on this task. Because of this I decided to start the development process by selecting the sprites I'd use. The optional assets all looked great, but were very inconsistent with each other. So I focused on finding more options that could work well with any of them. Since I found a free licensed medieval/fantasy tileset that could go with the "Character Base" pack I went for a retro Japanese RPG inspired visuals.

With my visuals decided I decided to build my UI and system on the same theme to keep consistency. Since I didn't use pre-made code everything is pretty simple, but functional. The project lacks scalability for multiple reasons, requiring manual insertion of the products on the seller list or the non reactive UI for more products insertions for example, but since I knew this was going to be a small standalone task I judged that this wasn't a problem. I also used this opportunity to test handling multiple synchronized sprites animations using unity's animator instead of building my own spritesheet controller, which was how I handled this problem before.

The shop works by allocating dynamically on the UI the items that are sold, established on a list on the shop's script. Items possessed by the player or sold are still allocated but kept non interactable making it impossible to buy the same item multiple times. The inventory also works dynamically. The whole UI is handled by a singleton controller due to it's simplicity and so it's the inventory. The last singleton of the project is the skin swapper one.

All in all I'm pleased with the results. Although the lack of planning due to the time constraint led to some non-optimal choices I believe I got a visually pleasant, coherent and, more importantly, functional project.