LSW Prototype

How it works

Controls:
WASD to move the character
E to interact
I to open the inventory

The entire system can be basically separated in 3 main divisions.
1 - Interaction
2 - Inventory
3 - Shop

The interaction scripts control the actions the user can do in the world, like interacting with the NPC to buy clothes, or the chest to get the gold. The inventory scripts control what the player possesses (money and clothes) and the UI changes related to them. The user can press the "I" key and access the inventory and change the currently equipped clothes. The Shop scripts control the shopping mechanics (buying and selling). to access the shop just interact with the NPC in the western part of the map, and buy (or sell) the wanted items from the scrollview. If the player needs money, he can find a chest in the northern part of the map and interact with it to gain coins.

Thought Process

To achieve the desired outcome of this prototype, along with the main requisites, one self set goal was to make the prototype easily extensible, in the sense that adding new assets for clothes, for instance, did not turn into a cumbersome process.

Opinions

The final result was good. Although there were a couple of other things that I had in mind that I wanted to implement, I think that the final result achieved fulfilled the set requisites.