Clothing System – Denis Pineda

https://github.com/damphel/Clothes_Shop_System

Explaining the system

For the player, I created a simple and scalable MVC for greater control and organization with respect to the character, where the Player Controller has the player's movement methods and those that will connect the Model and the View for the assignment of clothing to the character that can be purchased.

There are 3 pillars in the system, the store, the customization part, and the inventory, these 3 can interact with each other through different methods and elements that relate them, using Singleton patterns to speed up development, without leaving public variables and unencapsulated.

The inventory element and customization element are UI prefabs and scripts that are responsible for connecting the assignment of inventory items to the character through buttons and functions assigned by scripts. We can also get rid of items that do not serve us by selling them in the store.

Thought Process

As for my Thought Process.

I did some sketches and writing on a notepad to plan what I wanted to do and how the system was going to work. However, upon realizing that the system in mind had a very high scope, I decided to simplify it and begin development.

I concluded that it was necessary to have 3 parts, inventory, store, and customization, since we could not assign clothes without purchasing them first, but for this to be much more modular and use an architecture with scriptable objects and some of the pattern observer, it would take me more amount of time. So, I used this through the Input System and simplified it by connecting everything with Singletons, so it is functional, somewhat scalable, although not as modular as I would have liked.

Personal Assessment

The amount of time forced me to simplify and reduce the scope. In addition to forcing me to make quick decisions to take advantage of time and try to affect the quality of the code as less as possible.

Despite the good programming practices that I tried to apply 100%, documenting the code and maintaining a scalable modular architecture were two factors that I sacrificed a bit to finish the project on time.

Furthermore, my artist and game designer side made me try to make the project as beautiful as possible, despite that, adding animations to the sprites and having them update according to what the player was wearing was something that totally went out of my scope.