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Documentation for Item Shop Game

ItemShop is a small game made in Unity Engine. In it, the player can purchase clothes from a shop and equip their character with them. During the game, the player can control their character with W, A, S, and D, pause the game with the Escape button and interact with the shopkeeper with E. On the shop panel, the player can click on each piece of clothing to buy them and on the "X" on the corner of the screen to close the tab again. when the player clicks on an item the button sends an event to the shop's script, which figures out what piece of clothing the player wants to buy and sends an event to the player's Inventory component. If the player has enough funds, the new piece of clothing is equipped, the player's money is deducted and an event is propagated back to the UI to let it know the item was successfully purchased. If the player clicks on an already bought item, it is equipped to them without reducing their money.

To create the player character and their clothes I used the Character Base made by Seilel in https://seliel-the-shaper.itch.io/character-base. The idea behind the pack is to place the clothes "in front" of the character like you would place clothes on top of a paper doll. I created the animation clips for the naked character's animations and grouped them inside an Animator Controller. Then, I created child GameObjects for the player character and added Animators to them to render the animations for the player's hat and clothes. Since child GameObjects move together with their parent, It is not necessary to do calculations to correctly overlay the clothes on top of the character. I then downloaded the UI and background elements from Brackeys' 2D art pack, found at https://assetstore.unity.com/packages/2d/free-2d-mega-pack-177430. Using those assets, I was able to add a floor texture to the game, using Unity's pixel-perfect camera to align the size of the character's pixels to the floor's. I then created the UI using Stardew Valley's hat shop as a reference. I tried to use assets that fit together with the game's pixel art aesthetic. I also used a pixel art font that can be found at https://managore.itch.io/m5x7.