

Development Process:

Before start the project, I searched the sprites that I could use to customize the character. Once I found them, I thought how I will code the game's logic to save the information of every cloth in each process of buy, sell and clothes equipment.

The first lines of code was make the player can move through the world map. After that, I created a NPC that can be interacted with an DialogManager. This manager have a inactive gameobject that will be active if player interact with NPC and will show the dialog of that specific NPC. When the dialog is started two button are created, one for Buy and the other for Sell.

First, I started programming the Buy Button, this button will active an UI object that show the available items to buy. To create this items, I created a Script called ItemInfo to save item's information like name, price and the sprite; an Array of ItemInfo is created in a NPC's script when game started to be use later when Buy Screen is activated and instantiate the box of each item that can be selected and bought. When an item is bought, his ItemInfo is cloned to the Player's Inventory Script. The player can exit the Buy Screen, open his inventory and see his items. This Inventory UI is generated as the same way of Buy Screen, took each ItemInfo of player's inventory list and instantiated a box with the correspond item information. The Sell Screen works backwards as Buy Screen, this screen took Player's inventory List, instanciate the box and if the player sold an item, that item is removed from the list.

There are more scripts programmed but achieve that each item keep his information through all the available process was the big challenge

To improve:

- A building can be placed in world with a tileset. The player can enter the building and load a new scene with a shop keeper inside. DontDestroyOnLoad have to be used to keep the gameobjects between scenes

- The character lack of animations, this feature can be added if an Animator is added to his ItemInfo, and used as the same way as the item information persist though different process

- An initial screen to customize player, the clothes chosen have to be added to Player Inventory List and start the game with items in inventory

- Improve selling screen logic, to avoid the player to sell items that have equipped

- Research and implement a game economy, so the player will be unable to sell an item as the same price he bought. Prices could be set in ItemInfo with BuyPrice and SellPrice

- Implement an singleton manager to the copy, paste, remove items from each inventory and screens. In this way, all the methods will be in one script and can be call by another script if need to be used