

The Clothes Store

Introduction

This is the sample simulation of the clothes stores, where the character can move around, meet the shopkeeper to buy clothes. The game view is top-down like Stardew Valley game.

How to play

- Use **W** **A** **S** **D** to move up, down, left and right
- The character can't move outside of the screen
- When character hits the shopkeeper (who is standing at right of the screen), the shop UI will open and show all the clothes that are on sale.
- The shop contains many clothes items, each item has its own price in coin unit. To wear anything, user needs to buy them first (by clicking on **+** button), then choose it to preview it on character on the left side.
- At the beginning, character has default outfit (1 shirt and 1 pants) and balance of 1000 coins. Then you can either sell the default (to earn more money) or buy more outfits.

Technologies

- Unity 2021.3.2f1
- Unity Sprite Skinning & Animation (for swapping outfits and animating character)
- Physics 2D (Rigidbody2D, BoxCollider)
- Unity Autolayout: Horizontal / Vertical / Grid Layout (for shop UI)

Features

- Character Moving Controller

- Outfit Controller
- Animation Controller for moving up/down (left/right using the same animation)
- Shop features: buy / sell outfit items, equip items.

Known Issues & Limitation

- Animation of horizontal movement need to be changed.
- The background scene of the shop is quite plain (due to time limitation)
- The shopkeeper doesn't have animation
- There is no conversation before open shop UI
- Sometimes user can sell the last outfit (which should not be allowed)
- The UI layout is not good on some resolutions