Development Process

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This document will describe the process of creating "**Clothes Shop".**
This project was created as part of an interview task for **"Little Sim World"**.

Game controls:
Arrow keys for movement.
Space key for interaction (with NPC or clothing counters).
Mouse (mainly to open you items and basket popups from the UI on the top left of the screen).

I started brainstorming to make the design decisions.
Drew different screens with transitions between them.
Wrote down a list of features for the game.
This list was devided into:
Must have - features that are essential for the game to properly function.
Can have - features that are **not** essential for the game to properly function but will improve it.

Setup:
Downloaded Unity 2020.1.2f1 to be aligned with the task requirements.
Created a repository on Github.
Created a new Unity project.

 Then I spent quite a bit of time looking for assets online.
Perhaps too much time but I couldn't help it as it's always fun to look for assets!

Next I started development:
-Added a player and movement ability.
-I decided to use Unity's tilemap system to create a room for the character.
-Added colliders to the player, walls, objects etc.
-Implemented a basic interaction system so that the player will be able to interact with any interactable such as clothing counters, NPCs or any other interactable I would like to add in the future.
-Implemented a dialogue system so that the player will be able to interact with the clothes shop seller (NPC character).
-Made sure that the dialogue ends automatically when the player is leaving the interaction area with the NPC.
-Added a clothing counter and gave the player the abilty to interact with it (shirts).
Interacting with the counter opens up a shop popup window.
-Implemented a system for buying items.
At this point I created a temporary debug buy button to be able to simulate the buying action

which was not yet available through the NPC (the seller).

-Added a basket so that the player will be able to see the items he is paying for.

-Added more items.

-Made sure that the player is able to purchase directly from the seller instead of using the temporary buy button.

-Added some feedbacks for different scenarios.

"You have no items in your basket", "You don't have enough money" and "Successfully purchased!"

-Made sure that only one popup is open at any given time.

-Allowed for the content inside the popups to be scrollable.

The player will be able to scroll through the different clothing items in: their items, their basket and in any clothing counter popup.

-Added a total cost amount for the basket popup.

-Added more clothing counters (shoes and pants).

-Added names for the items.

-Added the abillity to clear the basket.

-Added audio manager and theme music.

-Fixed a bug. When holding an arrow key to move and pressing space to interact with a clothing counter the walking animation will keep playing instead of switching to idle.

-Added animations for the clock and the fireplace.

-Added a build of the game to the GitHub repository.

-Added this document to the GitHub repository.

Notes:

My priority was to deliver a functioning project.

Possible next actions could be:

-Code refactoring.

-Adding more elements of fun to the game such as animations, sounds, nicer font, better appearance of the UI etc...

-Adding a tutorial.

There are still improvements that can be made to the structure of the project and the code. This is somthing I would be able to do with more time at my disposal.

Thoughout the development process I made sure to test new implemented features as well as making sure exitsting features functionality is not changed.

My mindset was to develop new features in a generic manner so that the systems created will be able to be axpandable in the future (evethough this is small project).