

Good day,

Thank you for providing this opportunity. Unfortunately I'm far from completing the task. But I thought I would send it anyways because you never know.

I think this clothing system based on bones is quite versatile because the clothes blend with the character movements by deforming, instead of just being put statically here or there. It took a lot longer to figure out than I had anticipated. One would swap sprites for different parts to change or remove clothing.

I spent most of the first day researching and thinking how I would solve some problems I anticipated, not so relevant nor necessary to the task, mind you. Things like path finding: "would I resort to the needed trickery in order to use NavMesh for 2D or would I come up with my own pathfinder?", "Would I use bones for the animation and clothing?", etc.

Most of the second day I spent it working out the collisions, animating, designing, in order to get a base game to work with for the clothes shop.

Third day was finishing touches of the second day stuff, and starting to think specifically about the clothing system per se and trying some approaches out.

Fourth day involved more tweaking of the clothing approach, realisation that it wasn't that usable, and coming up with a better one. Finally focused on working on the seller conversation and planned to implement item purchases, equipping and animation for the new character using the new clothing system, but obviously ran out of time.

The game is far from playable as it is now, but I hope you find any part inspiring enough.

Best regards,

Eneko