

Development of a 2d top-down store simulator

Features developed:

- 2D top-down world;
- Character that moves and can interact with the world;
- Interactive shopkeeper;
- System for purchasing clothes;
- Visualization of clothes on the character before purchase;
- Equipping purchased clothes (hood and torso);

Missing in this release:

- Clothes costing money and the player's economy;
- Player being able to sell his clothes;
- Player inventory (probably it would be similar to the implemented shop system)
- Polishing of graphics and assets;

Development notes:

- All the code produced was developed within the given timeframe;
- All the graphic resources were imported from the suggested additional assets;
- Even though there were features missing, it was really a decision to focus more on the quality of the systems and features developed. I hope you'll be able to judge the quality of my code by what I've managed to present.
- The executable is on the Build v0.1 folder inside the v0.1.1 release source code;

Links:

<https://github.com/edu-ribeiro-dev/ShopKeeper/releases/tag/v0.1.1>