To begin with, I dedicated time to planning the game architecture and defining the tasks necessary to complete the project within the established timeframe. This included creating a 2D game scene with a top-down view, implementing the clothing store mechanics, and designing an intuitive user interface.

During development, I chose to create all the artwork using Adobe Illustrator to design the characters, the store, and the clothing items, before exporting them as PSB files to integrate them into Unity. This approach allowed me to leverage Unity's official 2D animation system, facilitating the implementation of animations and sprite swapping to equip different clothing sets.

Additionally, I implemented an interaction system with the Shopkeeper, using a dialogue system to guide the player through the clothing purchasing process in the scene. When approaching a clothing rack, the player can see the price and the option to purchase it, thanks to the integration of an interactable system that communicates with the GameManager and the user interface to update the player's money.

Icons for purchased items are displayed in the user interface, and I used Unity's 2D Animation system, based on a sprite library and sprite resolvers, to manage the swapping of all sprites as needed when equipping a new clothing set. Moreover, I utilized Text Mesh Pro to display item prices in the user interface, allowing for a clear and readable presentation of prices.

The ability to equip purchased clothing sets and make them visible on the character was implemented using Unity events and components. Clicking on an item button triggers an event instructing the player's Cloth Manager to make changes to the sprite library, allowing the new outfit to be correctly displayed on the character.

To overcome these challenges, I consulted Unity documentation, online tutorials, and engaged in active experimentation to find effective solutions.

Upon completing the project, I conducted extensive testing to identify and correct errors, ensuring that the gameplay experience was smooth and satisfying for the player. I also took the time to review my code and improve readability and efficiency wherever possible.

In retrospect, I believe I succeeded in developing a high-quality prototype that meets the established requirements. However, I acknowledge that there is always room for improvement, especially in areas such as performance optimization and gaining a deeper understanding of advanced Unity features.

Overall, I am satisfied with my performance on this project and believe I demonstrated solid skills in game development with Unity. I am excited to have the opportunity to continue learning and growing as a game developer in the future.