

Interview Design Document

The game “Clothes Shop” is a simple clothe store simulation game.

Players can interact with the environment and NPCs, buy clothes at the Shop Keeper, and change their outfit at the Wardrobe.

Noticeable features include:

- Animation Synchronization System: all sprite layers animate at the same time, allowing for multi layered customization of the character, while maintaining animations on all 4 movement directions.
- Animation Data Creation Tool: converting sprite sheets to animations can be a time consuming and manual task, so we designed a tool to automate this process. All you need to do is import your texture and slice it. Once that’s done, you can select your textures and use the *Menu Item* “Clothes Shop/Create Animation Data from Selected Texture”.
- Stardew Valley Movement: the player moves in a grid like pattern and interacts with the objects in front of them.
- All classes were designed for reusability and extension in mind, systems only depend on the classes they need to depend on

The most difficult part of the task was to find a free licensed asset to use for the character customization and to design a system that accommodates these art assets.

Unfortunately, I had to focus on delivering the main systems, and I couldn’t find time for visual and design improvements.

To organize myself I used GitHub Projects, where I could create tasks and resolve them through pull requests.