

Project Clothes Shop

“Project Clothes Shop” is the prototype game that I made for the programming interview for Blue Gravity Studios. I started working on the project on Nov 12, 2022, 2:50 AM during my free time and made as much progress as I could before submitting.

Project Files

The project was created using **Unity version 2021.3.2f1**.

Github Page: <https://github.com/gaburbano/Project-Clothes-Shop>

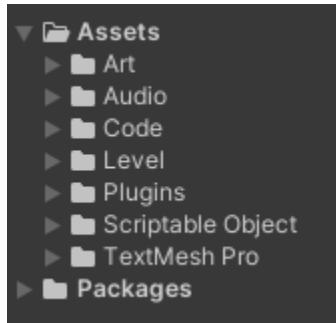
Build Executable File (Windows 64 Bit):

https://drive.google.com/file/d/1sLVqeK5MJ8H6jB_G18RzCHOqqqGTjunQ/view?usp=sharing

Project Setup

I tried to structure the folders and files properly using a single naming convention and clean folder structure.

Folder Structure:



Features

To start, I would like to explain that art is not my strength. I tried looking for free assets that I can use that will best suit the project, but it took more time than I expected so I decided to add a placeholder background while working on the project. The placeholder background image is an image I got from the Stardew Valley Steam Store page. Due to limited time, I wasn't able to replace the background with an actual design.



Date And Time, Controlling game speed, as well as economy (money) is properly implemented in the game.

Shopkeeper

The ShopKeeper is the one wearing a Violet Robe. You can interact with the ShopKeeper by walking close to it and clicking the shopkeeper using the left mouse button.



After clicking the left mouse button on the ShopKeeper, the store tab will show up – Showing the available clothes to buy



Currently, the clothes listed in the shop are hard coded, but ideally, this should dynamically load from a list.

Clicking the Green button from the listed available items in the store page will immediately buy and equip the item.



The available parts at the moment are Clothes and Hat, but it should not be that hard to add another item part.

After the item was bought, ideally, you should be able to change clothes by clicking on the inventory ui at the bottom of the screen, but this feature was not implemented yet.