System Overview

The game is built in Unity, utilizing 2D assets and a top-down view similar to Stardew Valley. The key features include:

Player Character: The player controls a character that can walk and interact with the game world.

Clothing Shop: Players can visit a shopkeeper to buy and sell outfits. The shop offers various clothing items with corresponding icons and prices.

Character Customization: The character's appearance can be customized, including changing outfits, which are visible on the character.

UI: A user interface is designed to facilitate the player's interaction with the game, including inventory management, equipping outfits, and displaying currency.

Inventory System: Players can pick up items, store them in an inventory with slots, and drop unwanted items.

Currency: Money is used to purchase items and is acquired within the game.

Thought Process During Development

The development process began with setting up a Unity 2D project and importing assets relevant to the game. The character movement controller was created, along with character sprites and animations. Initially, the character was limited to pelvis customization, but it was expanded to include full outfit changes.

The clothing shop system was then developed, enabling players to buy, sell, and equip outfits. A currency system was implemented, allowing players to earn and spend money. Similarly, a weapon shop system was created with similarities to the outfit shop.

The inventory system was introduced to allow players to manage items, adding depth to the game's experience.

Personal Assessment

The development process was challenging and rewarding. The initial decision to extend character customization added depth to the gameplay but required additional time and effort. Incorporating the inventory and shop systems enhanced the game's overall functionality.

The UI design is simple and user-friendly, which aids in a seamless gaming experience. However, time constraints limited the implementation of more complex character customization options. Additionally, optimizing the codebase and refining gameplay balance could further improve the game.

In conclusion, this game represents a functional prototype with key features that fulfill the project's requirements. Further refinement and polish could transform this prototype into a fully-fledged and engaging simulation game.