

## LITTLE SIM WORLD – PROTOTYPE

Little Sim World prototype is set in a big city, since the final game will take place in London. That explains my assets selection in terms of environment and buildings. Unfortunately I was not able to find a better sprite for our hero, for there were few free available options. And I couldn't find a sprite with multiple outfits, so that's why I decided to only change the sprite renderer color of the player once they buy the three different outfits (colors) in the shop.

The player interacts with the world by pressing the Z key. I have included some trigger colliders which activate a “?” in the UI, on top of the player's head. By pushing the Z key, we can read a sentence. To interact with the shop owner, just get close to him and press Z as well.

When the player buys an outfit, a star icon will appear on the top left part of the screen, where, since the game starts, we can see our amount of current coins (set to 600). There's also a star there from the very beginning. If you buy the red outfit, a red star pops up in the UI. By clicking it, you switch to your newly acquired outfit. Should you want to go back to your original outfit, just click on the green star. (It's green because that is the dominant color in the original outfit.)

Personally, it has been a rather tough challenge for me, because I had never worked with a top-down perspective before. And I had never created a shop either, so these two aspects were really difficult. There's certainly a lot room for improvement in terms of coding as well. I know I repeated some methods, especially in

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