Clothes shop documentation

Script BasicMovement

- Gets input from keyboard and moves character
- Displays orientation of character based on input (character contains 4 game objects where the sides are displayed). If one is displayed, the others are hidden.

Scripts SceneSwitcher and BackSceneSwitcher

- When cabin's box collider is triggered, SceneSwitcher disposes Grid with tiles and walls and interior objects to the background and disables movement of the character. SceneSwitcher also displays different clothing options.
- BackSceneSwitcher just does the opposite.

Script ClothesSelectionScript

- Takes the list of the same body part on different sides (head displayed in the front view, in the left view etc.) and the list of sprites for the body part, basically different clothing options for the same body part.
- Methods NextOption() and PreviousOption() are passed to buttons which render different sprite on selected body part when triggered.

Scene Shop

- Contains of Main Camera, Grid where the tiles and walls are created, Character game object, ItemsInterior with sprites of interior (table, rack windows etc.), Colliders empty game object with colliders attached to the interior. Switcher is an empty game object containing 4 panels where the player can select the clothes. Contains back button which activates BackSceneSwitcher's method BackToShopping().

Given that I'm an entry level designer and had no experience with animations and graphics before, I knew this task was going to be a challenge. I approached it with the persistence and said to myself I'd give my best. The first 30 hours of the task I was struggling with how to display a character in 4 directions, animate it and with finding right sprites. Finally, when I found character's sprites, I decided to just make 4 sides of the character and display and hide them based on the input. After that I made clothes in different colors and began working on clothes switcher. The part of clothes selection is from the YouTube tutorial. When that was

done, I downloaded some interior sprites and made some of them personally, imported them and assigned colliders to them. Having clothes selector and interior would require two scenes, but I just made one with pushing game objects to the background and foreground because I didn't want to bother with changing the clothes in two scenes. I tried to make character to be able to try on and equip the clothes, but I ran out of time.

I'd rate myself 2/5 because I did not complete the whole challenge and the design is quite hideous, and for some reason the game does not perform well in exe file.