

While seemingly simple at a glance, the requirements for the clothing shop hid a fair amount of intricacies under the hood.

In order to understand what I needed to build, I first gathered the bulk of the art assets I'd use. That way I'd know what equipment slots I'd need to build into my animator script.

I determined I'd need to build a system to handle the layered sprite sheets that would compose the player character along with their clothing. Which resulted in the structure I called AnimationChart, that helped me organise the wide variety of orientations and different animations (idle and walking in this case).

Both the Player Controller and CharacterAnimator I used were partially recycled from a previous project, however they lacked the capability of handling anything other than still-frames. So I added a frame-count agnostic system to handle multi-framed animations.

With a working PlayerController along with its animator, I was free to focus on understanding what was required to build a PlayerInventory and a Shop.

Being somewhat fatigued by this point. I lacked the brain capacity to approach the problem in a top-down manner. So I instead decided to create the visuals first, the graphical interface, and tackle the smallest pieces first, slowly compounding smaller pieces into a larger whole.

I always prefer keeping the game logic separate from the GUI controllers, and have the GUI "observe" the state of the game.

To that end, I designated the PlayerInventory and Shopkeeper as the core logic structures, and then broke down each of the respective elements in the GUI into "subcomponents" that I'd then coordinate using the InventoryGUI and ShopGUI.

Honestly, I reckon that overall there's a lot that could be improved. Too many things were done in a quick and dirty manner due to the time constraints.

- Jay Kozatt.