BGS Task – Developer log
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Requirements:
Final product: Top-down 2D Clothes shop.

Primary (Required)

Gameplay

1. Movement in 4 axis (mínimum) – 8 axis (máximum).
2. Able to interact with other objects.
   a. Shopkeeper.
   b. Clothes.
3. Able to buy and sell ítems.
4. Able to equip ítems.

Visuals

1. Each item must have an icon.
2. Each item must have a Price.
3. Each item must have to be equippable to the player.
4. Each equipped item must be visible.

UI

1. Define an uniform style for UI (look for references).
2. Define fonts.
3. Display item icons
4. Display item prices
5. Display equipment menú.

Secondary (Maybe not required but Good to have)

Gameplay

1. Small window showing item icon and Price when interacting outside shopkeeper.
2. Buy cart.

Visuals

1. Implement dialogue text box when interacting.

UI

1. Show player face in equipment menu.
2. Show Shopkeeper face in shop menu.

Prototype to deliver (Timed at 13:05 UTC-5):

TFG: Timeout following guidelines.

Primary (Required)

Gameplay

1. Movement completed
2. Able to interact with other objects
3. Able to spend money to buy ítems.
    a. Cannot get ítems in some data structure (TFG)
    b. Cannot sell ítems (TFG).
4. Cannot equip ítems (TFG).

Visuals

1. Each item can use an icon (placeholders are used in the prototype).
2. Each item has a price (defined by their scriptable object).
3. Each item has a name (defined by their scriptable object).
4. Icons of each item are visible.

UI

1. Art direction undefined. (TFG).
2. Fonts undefined (TFG).
3. Used placeholders for item icons.
4. Item prices are displayed.
5. Equipment menu (described as Wardrobe menu) not completed (TFG).

Secondary (Optional)

Gameplay

1. When interacting with item, shows dialogue box with a few characteristics.
2. Buy cart not implemented.

Visuals

1. Dialogue box implemented. Shows when:
    a. Interacting with clothes.
    b. Interacting with shopkeeper.
    c. Trying to buy ítems without money.

UI

1. Player face not implemented.
2. Shopkeeperface not implemented.

System explanation

As shown above, the system was meant to implement basic movement, player-object interaction, data management, economy system and equipment system. Unfortunately, I wasn't able to implement those aspects on time, and the prototype delivered offers the following:

Gameloop:

- The player can use the WASD keys to move around the scene. The camera follows the player and keeps itself on the scene.
- The player can interact with the clothes in scene. Doing this will display the dialog box offering info about the clothing, such as it's name and price.
- The player can interact with the shopkeeper in scene. Doing this will display the dialog box with a short conversation before displaying the shop menu.
- The shop menu shows the clothes available, which corresponds to the clothes currently in the scene.
- Each item on the menu can trigger the "Buy" action by pressing the "Buy" button, which will decrease the money amount of the player based on the item price.
- If the player's money is less than the item price and the "Buy" button is pressed down, the dialog box will be displayed with a short conversation.

Thought process

I'm accustomed to planning the developing process before start the programming phase, so the first thing I did was gather the basic requirements to have a clear idea of the process to follow and the final objective of the development. In this stage, I considered the design patterns that I could use and other tools I had used previously to facilitate development. When I started the programming phase, I realized that the code was highly coupled in some sections, so I had to change my approach and refactor parts of the code (I replaced several direct calls between classes with a more scalable event system). Unfortunately, this refactoring process consumed a large portion of my time, so I couldn't implement the rest of the requested functions for the project.

Conclusions

I believe my performance on this project wasn't as good as it could have been. I could have managed my time better by leaving the refactoring for the bug-fixing stage and focusing on completing the tasks requested. However, I was able to implement several features that intrigued me, such as the dialogue window that changes based on player interaction, the item shop menu, and the proper use of the WaitUntil function within a coroutine (as I had only used WaitForSeconds before). Therefore, although I'm not proud of the final product, I am grateful for the knowledge I gained throughout the process.