

The Cafetal

I made a simple example of a ghost in the funeral that wanted to change his clothes. I start working on a list of tasks to do the project in [Trello](#), then I move to start the [github](#) set up with the Unity Base project, so I can work on the features of the Inventory, Store, Assets research, a little of level design, create the different systems in one scene.

Assets Used

Character

<https://penzilla.itch.io/hooded-protagonist>

Environment

<https://assetstore.unity.com/packages/2d/environments/pixel-art-top-down-basic-187605>

GUI PRO Kit - Fantasy RPG

<https://assetstore.unity.com/packages/2d/gui/gui-pro-kit-fantasy-rpg-170168>

Font

<https://fonts.google.com/specimen/VT323?preview.text=TheCafetal>

Coins

Made by myself for a side project.

Thank you so much ^_^

First List of thing to do

Basic Task

- ☒ Create Repository Github
- ☒ Install Unity version 2021.3.2f1
- ☒ Development process 300 words resume of my game flow
- ☐ Windows Executable

Project

- ☒ For this task, create a functional clothes shop within a simulation game reminiscent of 'The Sims' and 'Stardew Valley'. The game should feature a top-down view like Stardew Valley, not a side-scrolling, platformer, or bird's-eye view:
 - ☒ Search references Stardew Valley and the Sims UI and Gameplay
- ☒ Player character capable of walking and interacting with the game world:
 - ☒ Player Movement
- ☒ Word Design
 - ☒ Stage Design Funeral
- ☒ UI
 - ☒ UI Design Store
 - ☒ UI Design Inventory
 - ☒ UI Design HUD
- ☒ Required features: shopkeeper interaction, buying/selling items, item icons, item prices, and the ability to equip purchased outfits, which should be visible on the character.
- ☒ Design a suitable UI for this prototype.
- ☒ You may use pre-made art assets or create your own for this task.
- ☒ If incorporating pre-written code from other projects, please specify which sections are from those projects, as we want to understand what was written during the interview period.
- ☒ The game should be executable and uploaded to Github to facilitate easy playtesting.
- ☒ Please check and make sure that the link is set to public and not private.
- ☒ Please provide 300 word documentation explaining the system, your thought process during the interview, and your personal assessment of your performance. Attach this as a PDF file to Github.
- ☒ Aim to deliver the highest quality game possible, as quality is a priority for our team.