

The game is easy to play: use the W, A, S, and D keys to move the character and left-click the mouse to interact with the shopkeepers. You can buy and sell items, equip and unequip them, and collect gold to purchase items. Once an item is equipped, you cannot sell it; you need to unequip it first.

To create the game, I looked for art with a character whose clothes could be separated from the character sprite. I found two free art pieces from Kenney's pack that matched the style I wanted. Next, I built the scenario tile pallet and imported TMLPro.

I coded the cloth change and inventory using scriptable objects, which allowed me to create different types of clothes. I used the reference of the scriptable objects in the inventory on the canvas.

I imported a UI that matched the medieval art style and created different shopkeepers to sell various items. I added feedback to the player for buying, selling, and equipping/unequipping items.

Towards the end, I created animations for the player and canvas objects and optimized the code. Once everything was working as planned, I added sounds and tested the game in a build.

I also made a build for WebGL to easily be played on your browser.

I'm really proud of this project, I did some things that I never did or rarely did on a project, like using the new input system and trying to make the game run without using the Update function, and also had fun doing it, specially the store names.