

Clothes Store

To begin this project, first I thought about how the clothes changing system would work, and once I had that figured out, the first step was creating the project and starting with the player movement and basic scenario. At this first part of the project I only dealt with placeholders, I still didn't have any of the art prepared because I chose to do that last.

The second step was to set up all of the UI, everything that was part of the canvas was created at this step, inventory, shop, buttons and texts.

For the third step I started doing codes, I started with the player, then the shop system and the inventory system, and once those were ready, I started working on the clothes changing system because that one could give me the bigger trouble so I preferred to work on it at last. Also, when I finished all the coding, I started linking the UI objects with the codes.

For the fourth and last step it was the sprites and scenario part, I made a research and when I chose the sprites I liked the most I put it on Photoshop so that I can modify and break apart some of the sprites.

For the fifth and last step I started working changing the placeholders to the actual sprites and started getting together the scenario colliders, and when all the sprites were in place I started doing the player and clothes animation, through Unity, and synchronizing them with each other. At the end I also started working on testing the application features and fixing bugs.

The System

I tried to keep things simple, It's just a clothes shop scenario that you can move freely, once you move closer to the first employee he will welcome you to the store, and moving closer and interacting with the second employee you can buy or sell the clothes, on the buy page with one click you buy the piece and on the sell page with one click as well you can sell the piece.

Going to the UI, you have your money at the screen and the inventory button, when you press it, it opens the inventory showing your clothes.

The most complicated part is the clothes changing, the player and the

3 clothes are 4 separated objects, that I put in the same space and synchronized their animations.

Conclusion

It was a great test, I had lots of fun while doing it(I really love coding), I think that I did a great job, aside of the arts that I had to pick from google and didn't have that much of good options, and I hope you guys like it as well :)

OBS: I'm really sorry for the just one big commit at github, I got distracted and didn't made any commits until the project was almost finished.