

Documentation

In order to achieve a solid build and high-quality code, I dedicating myself to individually working on each component part, diligently adhering to the SOLID principles and meticulously following the best practices of C# formatting. However, the initial stages of the development process were beset by a sluggish start due to the limited availability of assets. So, I needed to create some assets or utilizing the resources provided through the free packages you generously shared. Additionally, I made a conscious decision to recalibrate each sprite asset, meticulously fine-tuning their dimensions to optimize the rendering behavior within the OpenGL framework.

The paramount objective throughout this project that would not only possess a lightweight and scalable nature but also exude on a high level of efficiency. To realize this goal, I made and implemented a clothing selector component, optimizing the entire shopping workflow by a single clothing piece in order to be reutilized. By adopting this approach, the assets predicament that had initially hampered progress was swiftly and decisively resolved. I extended these principles to encompass the entire basic simulated village, ensuring uniformity and consistency in the implementation.

Designed to operate with static data, the project streamlines the addition of new clothing options. A simple integration involving the inclusion of a new clothing instance within a designated list suffices the same principle is using for other main objects. The game visuals are very basics but the functionality is solid and clean.