

First of all, it's only fair to start this description with a big WOW!

The process of creating this shop was different from what I had done so far and even though I'm all for learning in any little free time I can find, I never thought I could learn so much in 48 hours. So thank you already for the experience. Let's Begin!

Used Asset Packages:

<https://seliel-the-shaper.itch.io/character-base>

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

<https://assetstore.unity.com/packages/2d/environments/pixel-art-top-down-basic-187605><https://assetstore.unity.com/packages/2d/environments/scifi-cultistspack-211371>

For the shop I used different systems and different methods of creation. Not only they were unknown by me, they differ from each other as well.

The Main Systems:

- UI_Shop

This system is the biggest and could be divided in 6 Scripts.

Item - Holds all the items information such as it's sprites and the cost each one of them has.

GameAssets - Responsible for calling the items in our resoucers folder.

IShopCustomer - It's an interface holding the BoughtItem method.

UI_Shop - Holds the entire logic behind the button's creation and their functionality. In this code I used a script called Button_UI from a different project to be able to create the shop's clickable functionality.

PlayerController -Has the logic for the Player to wear the outfits and buy them.

ShopTriggerCollider - Opens the shop once you hit the trigger and closes once you leave.

- UI_Inventory

Responsible for creating the logic behind the sell functionality on the inventory.

- Coin Manager

A script added to keep track of whenever the Player sells their items or buys something and how it affects their money.

- Dialogue Collider

Script responsible for allowing us to have an interaction with our mysterious Shopkeeper.

(The Project was first made on the 2021.3.2f1 editor version, but due to a problem in one of the packages, it was done again in a newer version.)

The work mentality was to first write down on a separate file all the project's must haves and do something kinda like a development log and as I went, I wrote down the things that I had already done in each item and what was still left. I then developed all of the UI, before getting started on the scripts. I also chose the assets that I knew had to be used to understand functionalities, like putting clothes on the player. After getting all the scripts and functionality to work, it was time to add the beauty of it all looking for assets to add in our background that would give the player a nice experience aesthetic-wise. Since this was one of the few times developing using 2D assets, I then moved on to figuring out layers, placements and animation.