This is the second version of the dress-up project game I did! It is a simple dress-up game where you can combine 3 different shirts and pants, which you use money to buy and sell, and the game world is displayed in an isometric top-down view.

You can compare what changed directly with this link:
https://github.com/lin-hikari/dress-up-demo/compare/0.1-version...main

The project's previous implementation of an isometric view was very hacky, so I redid it with a standard method, which is using Unity's built-in Tilemap object. I also used some free premade assets for the tiles to speed things up and also make things look much better! (Credits are in the readme)

Secondly, I added a small UI blurb to explicitly let the player know that you move by clicking the ground, and also letting them know you can quit the game by hitting Esc. This help text also shows up if you return to the entrance of the shop, which is also where you start the game. And the code used for this feature already existed! It was the one that opens the shop UI. So all I did was just some renaming of variables and references so that code could serve a more general purpose.

And lastly, I did some code and scene cleanup by removing some unused default Unity methods and some commented out code from long ago, and also renamed the UI elements in the shop to line things up better with the code, and to make it easier to understand overall.

One thing that could be done to improve this project even further would be to rewrite some of the code in PlayerAnimations and PlayerInventory to make the information there look more intuitive and readable. I added a few comments to PlayerInventory to make it slightly more understandable, but a rewrite would be the ideal thing.

Overall, I'm quite satisfied with my performance. The most important thing was to rework the isometric tile system, which allows the game to be expanded upon properly. The help text and the cleanup I made are also neat additions that make the project more polished.