

My initial vision for this little project was to go with an isometric view, since The Sims was mentioned as a reference, but I had never worked with this view before. In the end however, my implementation of that was not ideal, since it was mostly done “by hand” without a proper general handling of the 2D space. It was fun to try though! But given the limited time to make this, I didn’t have the proper time to learn how to implement this. Things still work in a project of a scale this small, but it’s definitely not a proper basis for anything larger!

I went with a click-to-move control, like Diablo, since it made more sense due to the simplicity of use, and I also wanted the UI to be used with a mouse. I didn’t implement this type of movement before, but after some experimenting, it worked just like I wanted. Then afterwards, I went to the UI part, where the shop and equipment functions would be added. I found a design both easy to implement and user-friendly. By approaching the shop counter, two windows show up on the sides of the screen, where you can already do all functions the game should provide, and all info is easily visible to the player.

Then to wrap it up, I added some simple yet nice extra features, like walking animations, dealing with fringe cases like selling the clothes you have equipped, and also adding a nice song a friend made for this project! (The game probably doesn’t look the best though, since it’s “programmer art” I made in a day, haha)

Overall, it was an interesting project, where I pushed to do some things I hadn’t really done before, but weren’t too out there enough so I could still do them in time. Even though I have spent a few good years working on Unity, I know very well there’s a lot to learn about it and go beyond my comfort zone, so I’m looking forward to keep working on my mastery of this tool and who knows what others!