The project started with the development of the player using placeholder assets, followed by the UI that would be the inventory, shopping and character display canvas. The inventory and shopping were designed very similar with the intention of reusing most of the work for both, since they would have almost the same functions. With these steps advancing the game had a system where the player could walk around the map, open an inventory, use it to shuffle through the clothing it had access to, as well as wear them and watch the changes happen in real time, be it on the avatar on the UI display screen or in the game world.

After that the dialogue system was introduced to the game, based on a system that I had used in an old project. Then the project moved to art design and assets creation. A city scenery was laid out and custom sprites for the player were made, along with some pieces of clothing. Due to the lack of time, I opted for four side views of the character and the clothes pieces instead of complex walk and idle animations.

With the base of the game well developed, I worked the player state machine, a system that I implemented from another project with very little changes. Afterwards, I added some complexity to the dialogue system introducing buttons in the dialogue canvas and created the final assets for the shopkeeper NPC.

One of the last features developed was the support game loop, a system where the player could find money by wandering around the map. A popup sign was created to indicate to the player that the money was near them. The lost cash had a Timer system, implemented entirely from another project, to control their respawn time. The popup system was also used with the shopkeeper to better attract the attention of the player. Lastly, all the UI in the game was updated with a new design and bugs were fixed.

For the purpose of testing, a button was inserted in the inventory canvas to award the player with $100 for every click, so that the tester could buy all the assets with greater speed and better experiment with the shopping and dressing systems.