

## Clothes Shop BGS test

### Controls:

- WASD/Arrow Keys/Gamepad Left Stick to move around
- E/Space/Gamepad South Button to interact
- Tab/Gamepad North Button to open Inventory
  
- Player Movement
  - Built with the new input system which gives compatibility with different types of controllers, for this project i added gamepad compatibility
  - For the player movement I'm reading a vector2 value with a normalized processor to facilitate the usage of the vector, the movement is added through rigidbody2d velocity component
  - For the interaction i added a listener to trigger on pressing E or button south on the gamepad
  - Opening the inventory is also triggered by an event pressing Tab key or the north button on the gamepad
- Store
  - The store communicates almost directly with the inventory, to list to sell the items the player has already bought and to add the items he bought for wearing purposes
  - For the store i used an interface ICustomer to handle buying and selling dynamic
- Inventory
  - To wear the clothes you bought in the store the inventory is necessarily, upon opening the player only needs to click in the clothe he wants to wear and done the character is now using the piece of clothing
- Interaction
  - The interaction uses a parent class called interactable to handle multiple interactions without having to write new code, only to extend personalized features
- Wearing
  - The character visual is built using a psb file, for better quality and every part of the character is separated for customization
  - The wearing system uses the sprite library and the sprite resolver to change certain parts of the sprite giving the character a good customization

- With this system the player can wear multiple types of clothing without much code complexity
- Assessment
  - Overall, I would give myself a 7 grade, using Interfaces and Events to bump the game development, as well as using sprite editor tools to customize the character. Using UI and character design purposely to give a sense of warmth to the player, building a cozier vibe to the game!