

# Admirable Sims Bedroom

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If you approach the trees, you can hold F to gather wood.

If you approach the NPC at the center, you can sell the wood to get money by selecting the "Sell" option.

If you select the "Buy" option from the NPC, you can go to the clothing shop, there, you can buy and wear the clothes you bought.

### Day 1:

I started by analyzing similar games to Little Sims World.

The main points of this game are to implement a system in which the player can buy new clothes and customize their own character. Some form of getting the currency is needed to buy them should also be implemented, so there will also be a "money printer". Also character controls, basic environment, and the most troublesome of them all: the animations for looking up and down on this topdown game.

I say the most troublesome because finding complete assets can be a pain, but still doable. I am worried the art styles of the character (and possibly clothes) won't be in sync with the environment and/or UI.

The key point in this start is to get everything up and running, and leave the asset implementation for later. That will be my focus for now.

### Day 2:

I implemented the sound manager, the main environment, an area where you can print money, an area you can spend money on clothes, and an area where you can access your wardrobe to change the clothes you bought.

The only fully functional one, as of now, is the area that prints money. I also added a timer for the current in-game time, and a money counter.

Also started on setting up the art assets for characters (which I got from "<https://arcadeisland.itch.io>") for the characters that I managed to find. One that I'm trying to turn into a modular one so the customization is much easier to do.

### **Day 3:**

Everything is modular now. The issue is that it took such a huge amount of time to separate every different animation from every part of the player. I wasn't expecting this. But moving forward, the coding part is all setup, the function to "click" and change player appearance works just fine, I just need to implement an UI for the player to interact and change by himself/herself, and take care of the remaining features.

### **Day 4:**

It is the last stretch. I am implementing a tree so you can interact with it and get wood. Then you can sell on the NPC to get money, instead of "printing it". I started adding the environment art assets (which I got from Twitter accounts "@gif\_not\_jif", "@Noiracide" and "@DessRomaric").

For the dialogue with the NPC, I used a code that has been used in past projects of mine, for overall dialogue with the player. Perfectly scalable, just point where you want to start the dialogue and call "StartDialogue" from the referenced script.

The shop menu for both buying and selling is done. I didn't have enough time to fix a bug where the shop won't open on the second attempt (though on the third attempt and onwards it opens alright). As that isn't a gamebreaking issue, I figured it would be alright to send the game as it is right now.

### **Overall thoughts:**

Given the amount of time I had to deliver the game, I am positive that it is at a state that it can turn into something completely scalable.

Adding more materials to collect/interact is just a matter of "copy-pasting" the wood-system.

Adding more clothes is just a matter of having more art assets, because you'd just need to insert them into the player animation array with the corresponding art, and on the NPC array to enable them for buying or wearing. No more coding (except for new player animations where I'd obviously would have to insert the coding logic to call them).

It was one of my worries since the start, building something that could scale into a higher size if needed.