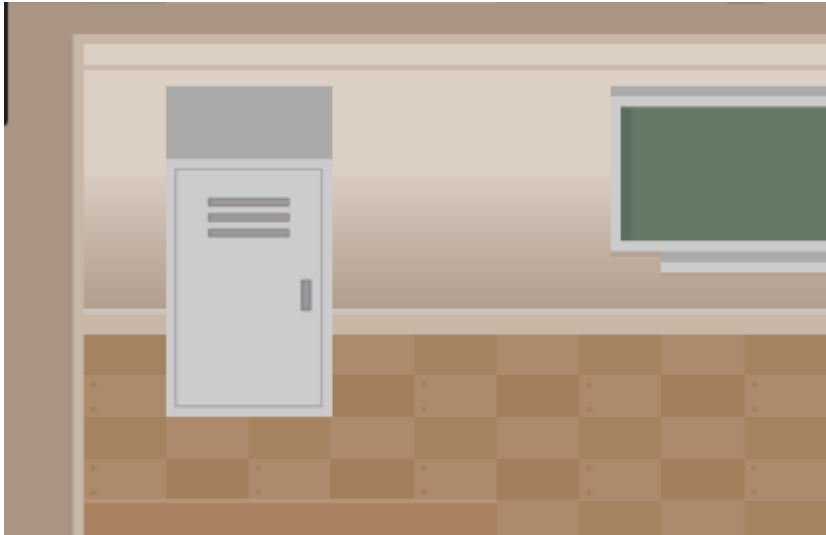


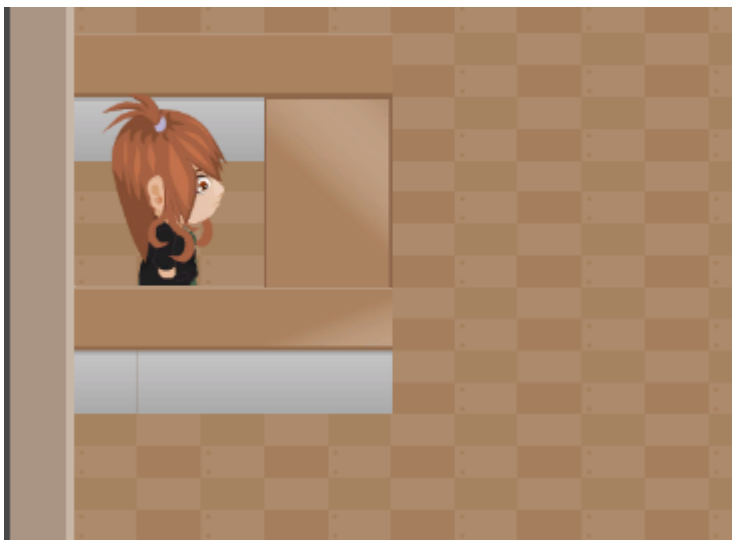
## Systems within the prototype:

### Change clothes



To change clothes you have to get close to the locker and press X. In the menu you can change all your clothes, if an outfit is not available a padlock will appear and prevent you from closing the window, to leave the window all your clothes cannot have a padlock.

### Clothing store



To enter the shop, you need to get close to the saleswoman and press Z. The dialogue will start and after that, it will open a window, it is possible to buy while you

have money if you don't have enough money (I recommend selling extra clothes), nothing will happen, the current clothes cannot be sold.

## Small interactions



To interact, you need to get close to the students and press C. A small balloon will open with the interaction.

## How programming works:

Consists of 4 scripts:

- ChangeOutfit: Works with all parts of clothing and shopping organization;
- Expressions: Focuses on expressions of interactions;
- PlayerMove: everything related to the movement part;
- Shop: script that goes into each clothing group in the store that organizes price, sale and purchase

## Production challenges and problems:

I liked the challenge and found it very interesting in the given time, but my mistake was the art aspect, looking for the assets in the unity store I ended up not finding assets that I liked, so I bought one and modified, animated, separated and customized all the body parts, and new one's clothing appearances. This decision was to achieve a prototype with a cool look and ended up costing me a lot of time that could be used to improve the code further, cleaning up and separating the scripts better. But for the systems themselves, I had no difficulty, and the only code

that I "reproduced" from another project was a basic walk that I usually do in these projects.

## **How could it improve:**

With a little more time for the programming part, I could invest in a more efficient separation of scripts, separating logic from visuals, and using more event communication between the different scripts, to ensure better data security and more efficiency between scripts. I would separate the scripts differently according to their functions and better organize each part.