

Development process

-Goal

--Character movement

--Camera

--Interact

--Inventory

--Character equipment

--Coin system

--Shop

--Buy and sell

Character movement

Using new input system with rigidbody velocity to make character movement system, use invisible collider to block player movement from fall off the map. Use Unity Cinemachine to control camera. Find some cool grass texture for the ground.

Camera

Adjust the camera to look down at the ground. Create a GameManager script.

Interact

Create a collider and attach the player to the player. Using virtual and override classes to let the collider detect them. Create dog interactable and merchant interactable.

Inventory

Create an item class for UI and use it as a base class for equip, unequip, buy, and sell. Create item info class System.Serializable

Add some Id, image, Item text, and sell/ buy price to the item so the game can pull info from each other ex. From inventory to equipment slot then make it can swap back. When press I to open the inventory the game will create item slot for player's item and 2 slot for hat, weapon. Using slide view, content layout

Character equipment

Add 2d character UI in character panel when the game changed the player's equipment character UI and character movement will change as well. Using 2D Simple Character : Swordman that can find on asset store so right now the game can change only character's weapon and hat.

Coin system

Create coin script that can add coin and calculate when player buys items.

Shop

Reuse UI from inventory. Show prices for sell and buy in slot UI. I set up the item at the shop from the start of the game and when players sell items will be lost.

Buy and sell

Slot color and text will change when player do buy/sell with the coin system that will add coins or remove the coin.