

Clothes shop sim

The Clothes Shop Sim is a simulation game, in which the objective was to create a functional clothes shop, in which the player can buy and sell items, as well as equip the items bought.

The first step towards achieving this, was to create a character and give it the ability to move, which was made to be controlled through keyboard inputs.

Once this was completed, the next step was to implement an inventory system, which would be used by the player. Afterwards, the items which would fill these inventories were programmed. These would be filled with the item's attributes: its name, image, price, and description.

After all that was put into the project, it was time to add a ShopKeeper. And that came hand in hand with the interaction interface, which allowed the player to interact with the world. This Shopkeeper would have an inventory of its own, which would be later presented to the player through the Shop Window.

What came after, was the ability for the player to buy items from the ShopKeeper, as well as selling their own items, which was all done through that same window, with the help of the Wallet.

What was needed going forward, was to add the ability for the player to customize their character, and the customizable parts were defined as the face, hair, shirt and pants. The character's design was created during this process. The customization was made through the Wardrobe Window, which displayed the items held by the player, and gave them the ability to change it.

Once this was finished, the code was reviewed and refactored, to make it more legible and tidier.

The last steps to finish the project, was to design the UI assets, and design and make scriptable objects out of the items the player was able to purchase and equip.

Overall, this project was quite challenging, but I am satisfied with the outcome. It allowed me to exploit my C#, UI and character design skills. Having said this, I think there are some improvements that could be made in some areas, such as the player customization screen and structure, and the overall programming. I look forward to receiving feedback and further improving upon this prototype in the future.