

Hey Bluegravity Studios

Hope you are doing well.

With the project in hand, you will notice I've had a different approach to animating player. Instead of having the animator with layers, I've decided to make my own system for animation, and I've stored clothes inside scriptable objects, as well as the current outfit, so that it can be changed rather quickly and easily added.

Looking back, what I would change would be how popup responses were handled.

If I had more time, I would spend it working on a better design, adding music and SFX, limiting players movement outside of the camera and adding another character as a shopkeeper to interact with.

Thanks for playing and taking your time to review my application.

Take care.