Little Sim Prototype

Code Reference

Character Control

LittleSimPrototype.CharacterControl

Character Movement - Receive Input Events and handles the character movement based on a Rigidbody2D.

CharacterMovementConfigs - Defines configs for Character Movement

Character Animation Controller - Controls the character animator.

CharacterOutfitManager - Manages the character's Sprite Resolvers, updating it based on the equipped item. Listens to InventoryEvents.

InputManagement

LittleSimPrototype.InputManagement

InputManager - Acts as a wrapper for the class generated by Unity's Input System. Listens and invokes Input Events;

InputEvents - Static event class for notifying Inputs.

InteractionSystem

LittleSimPrototype.InteractionSystem

InteractingEntity - Detects and interact with nearby Interactives. It always chooses the nearest intractable available to highlight.

Intractable - Interface. Defines the methods that are relevant for a class that should interact with the player.

Inventory

LittleSimPrototype.Inventory

PlayerInventory - Interacts with the playerItemData, adding, removing, or checking for items and money. It also listens and raises events to communicate and be communicated about changes that impact players' items. Responds to requests through ItemRequestResponse.

PlayerItemData - Holds the player's items and money.

InventoryConfigs - Defines configs for the PlayerInventory;

ItemRequestResponse - Defines a standard response for requests made to the PlayerInventory;

InventoryScreen - Defines the inventory screen, which presents the player's items and money.

InventorySlot - Defines a slot for an item in the player inventory. It also raises events when clicked.

InventoryEvents - Static class to notify Inventory updates.

ShopSystem

LittleSimPrototype.ShopSystem

ShopKeeper - The entity which whom the player interacts for accessing a shop.

Shop - Scriptable. Defines a shop.

ShopItem - Scriptable. Associates an item to a price.

ShopScreen - Presents the shop to the player. Has 2 tabs for selling and buying items and defines the behaviour based on the active one;

ShopScreenTab - Contains ShopItemSlots.

ShopItemSlot - Presents a ShopItem for the player.

ShopEvents - Static class for raising events related to the shop system.

UI

LittleSimPrototype.UI

UINavigationManager - Singleton. Manages UIScreens. It's the central class of the UI framework;

UIScreen - Defines a UI Screen. It keeps the parent object active while deactivating visual assets in order to keep listening to events;

OpenScreenButton - Opens a screen through the UINavigationManager;

CloseScreenButton - Closes a screen through the UINavigationManager;

WindowDrag - Implements window drag into UI elements;

Common

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Item - Scriptable. Defines an item with its common attributes. Meant to be used as a base for heritage;

EquippableItem - Scriptable. Inherits from Item. Defines an item that can be equipped; Has a List of EquipableSprites to integrate with CharacterOutfitManager;

EquipableSprite - Defines a list of sprites categories and labels to define the visuals of an Equipableitem;

MoneyInterfaceTMP - Component that listens and updates money in the interface;

EquipmentCategory - Enum. Defines the categories for players' EquipableItems.