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Interactives

The PlayerInteractor raycasts *interactive objects*. *Interactive* is a MonoBehaviour that has UnityEvents that others can subscribe to.

I need something flexible, and optimized. Avoided inheritance so Interactives can be configured from the editor.

Maybe it wasn't necessary for Interactives to be that flexible nor optimized.

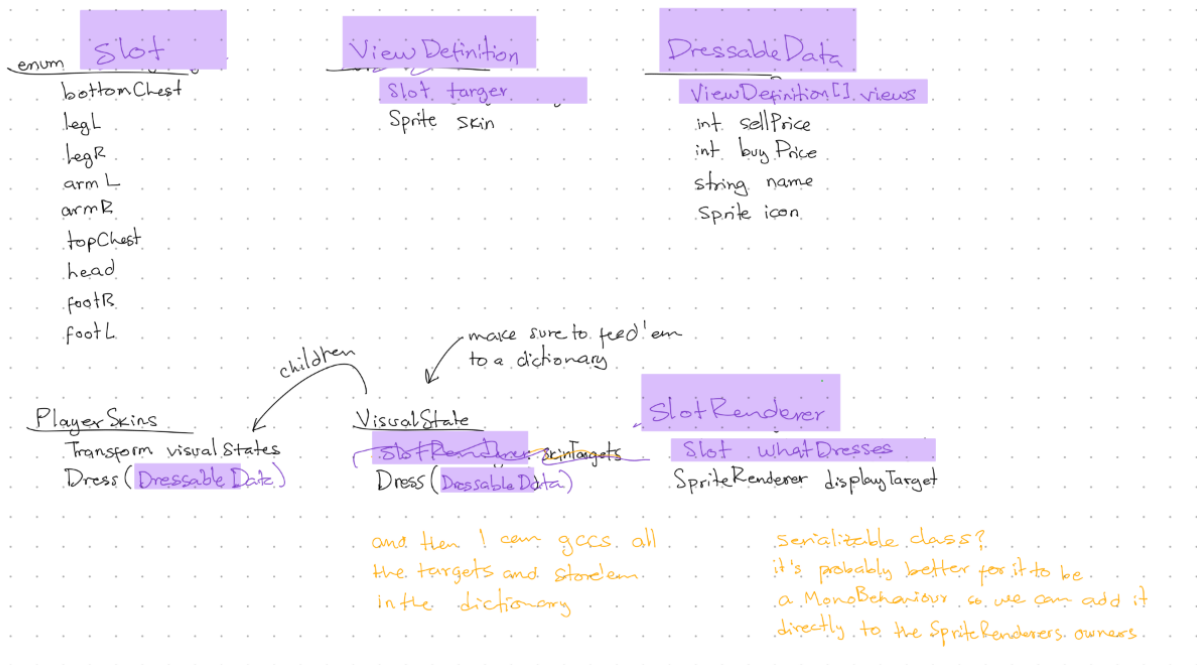
Player visuals

The player is made of 3 states that represent the directions he can look at, each of them has a rig and tweened animations.

Important decision: traditional animation or tweened animation? Traditional looks good, but tweened is fast.

Spent way too much time here, almost ½ of a day stuck finding the visual style, time wasted in failed experiments that could've been used in the inventory.

Clothing namespace



First we need to define some terms:

Slot: They are in the Player's rig and can have clothing.

SlotRenderer: A sprite slot child of a part of the player's rig. Clothing sprites go here.

DressableData: Serializable. Defines a cloth.

The player can dress/undress any DressableData via their PlayerSkin class, which communicates with a series of classes to achieve the game's goal.

Shop keepers (_Sellers)

Communicate with PlayerSkin via _UI/_ShopCheckout, read their stock from Resources and can have different stocks.

FLEXIBILITY! I don't want to limit creativity because of technical decisions.

Actually, I like how this went. Very proud of this. But I'd love to add more slots and the ability to dress several clothing sprites at the same slot when desired.

Inventory

Inventory is a menu to look at and undress wearing clothes. Take a look at ClothingSlot

Time's almost out, we need this finished quickly. Use what you already have.

I'd love to have an inventory that actually can store clothing instead of just throwing it away. But I did this fast!