

When the game starts for the first time, the controls are displayed until the player moves or "E" is pressed. The outfit number is set to one as they only have the default outfit. And the cash is zero but I set it to 311 for testing, assuming the player has played for a while and earned some cash by doing various activities.

When the player goes near the shop it's highlighted and they can interact by pressing "E". If they choose to interact, a conversation starts between them and the shopkeeper, and at the end, they're given the options of "buy" or "sell".

When they choose either, the clothes shop pops up. Here they can also switch between buying and selling.

### **Buying**

The selected outfit is displayed first.

They can only equip the bought outfits.

The accessories are auto-selected when bought but they can be deselected anytime.

If they sell an outfit, all the bought accessories will remain intact but the outfit will be locked.

### **Selling**

They can sell the bought outfits at a lower price.

If the outfit is only 1, the default, there's nothing to sell.

All the necessary checks are done when buying, selling, or selecting, and dialog boxes are displayed where necessary.

As they perform activities in the shop, the values are updated and the updated cash and outfit numbers are displayed where necessary.

When they Exit the shop, the outfit, and accessories on the player are updated to match what they did in the shop.

I assumed all the outfits have the same number of accessories, but this can be easily changed, and the icons can also be different. It would be pretty easy to implement as I made the code as reusable as possible.

### **About the outfits and accessories:**

In a real game, when updating them, we would change the animator controller to show the different animations for the different outfits and accessories. Or if something is hidden, we would use the same approach of hiding and showing.

When it comes to the assets, I think I did well for the style I was going for. I downloaded the images for free and edited them. The rest I made in Photoshop using simple shapes and text.

I know my assets don't look very top-down. If the assets were ready-made, good quality top-down like in LSW, the implementation would be the same, maybe even simpler.

No code was written prior except maybe adding colliders across the screen. I usually have that written down. I don't know if it counts.

Overall, I think I did a good job, especially the programming part. My design is not that bad. I think it kind of fits the style of Little Sim World.