LITTILE SIM WORLD

In the scene , there is town containing three buildings each building is a sprite image also have 2d collider. The road is just a sprite image , the grass at side of road have colliders so that the player could not go outside the road. The scene also contains trees and a small pond.   After working on environment we need to work on functions.so when working write c# scripts for player movement so player can be walk from left to right and up and down side. player want to buy some clothes and   walk towards the clothes shop. then player talk with shopkeeper about buying some clothes. then shopkeeper show some clothes item to player. And player select clothes and buy.

Whatever clothes player buy that clothes are available on player. then player thankfull to shopkeeper and game is over. i also write scripts for camera follow .camera follow the player movement. Also work on UI part that will show conversation of player and shopkeeper.