

The main system in terms of functionality would be the clothing system. The feature works like an RPG, the player has a class Clothes, which contains the five types of clothes the player can have. (shawl, bracelet, glove, belt and boots). Each piece of clothing derives from ClothingPiece to handle the item transfer when buying or selling.

By the nature of the mechanics, it was easier for me to use multiple derived classes. On the UI for example, every piece of clothing has a slot in the player panel, and every piece derives from the class ClothingSlotUI.

In the same way, every piece has its own animation system, derived from the class ClothingAnimation. When clothing is added to the player, the animator corresponding to that item is loaded and the animation overlaps with the base character animation. It might not be the best solution but it was the fastest to develop, given the format (tilemaps and pixelart).

Every item offered on the store is a Scriptable Object, and when the item is loaded on the store, or the player clothing panel, or the animation system, all the data will be taken from the scriptable objects.

The system in general is pretty simple. However I spent too much time on the art, I ended up buying a little not-very-suitable farm pack from itch.io and I had to create some of the assets myself and that took me some time. That reminded me of a game jam, it was very fun.

About my performance, I think it's ok, the system is scalable but it needs improvements, I feel like there's a pattern missing. My time management wasn't the best, I was distracted by the art, trying to get better at pixel art when it was not really the time for that. But overall I really liked the experience, I learned new things and it kept me busy longer than I thought it would, which was great!