Explaining the development

To create this project, I imagined a universe where the city is completely dirty and the player starts without any items. To obtain items (in this case, their clothes), they need to clean the world by collecting trash from the ground and exchanging it for money. I tried to picture a somewhat chaotic world with heavy traffic and city sounds.

After earning money, the player can go to stores scattered throughout the map, where they can buy items from different categories. Every item collected or purchased is added to the inventory. Only collected objects can be removed from the inventory. With the clothes bought in stores, the player can equip them by placing them in equipment slots for each body part, separated into hair, shirt, pants, and shoes.

The only system I reused from my previous projects was the Event system (EventBus), where I use the Observer Pattern in an organized way, allowing systems to communicate with each other and optimizing code calls. One of the most interesting systems to implement was the character customization system, which modifies the meshes of each character part in real time. I had never created a slot-based inventory system before, and I found it fascinating to see how the data for each item is managed every time the slot changes and the player interacts with it.

For the save-state system, I used JSON saving, since the main project data is stored in ScriptableObjects. This made the saving process efficient and reliable. I believe my performance in developing this project was excellent, especially considering the time spent and the number of mechanics implemented.