

*SimDoc - Roman Egorochkin (Gerkin)*

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Documentation:

The entire project took approximately 18 hours of work, including searching for assets, developing the code architecture, and preparing this document.

Pixel art style assets were used: <https://limezu.itch.io/moderninteriors>

All of the code was written from scratch, except for some parts. The dialogue system was taken from my last project.

1. First, I created the Player, then added animation and movement algorithm (using Blend Tree). You can move with arrows and WASD.
2. By analogy, NPCs – two buyers and two sellers – were added.
3. The interior and the environment were created using Tilemap, with the appropriate collision.
4. Next, the main menu scene and the UI pause menu (Esc) were added.
5. Next, a dialogue system from my earlier project was integrated, but time was spent on finalising it (all the dialogues can be modified in the inspector, as well as adjusting the speed with which the letters appear).
6. The idea arose to apply a similar system for some objects in the scene (mannequins and the advertising stand), to add a bit of humour to the game.
7. I integrated a system of interaction with the environment, then I added the shelves, the fitting room and the shopping cart (E, Q).
8. Integrated the shopping system (adding to inventory – shopping cart).
9. An idea came up to create a quest: one of the customers asks to bring them a dress, through the existing mechanics this quest was added.
10. Integrated the shopping system: using Dictionary, the price is tied to each item by its ID.
11. Added the scenario to end the game by making a successful purchase. Added the final scene.
12. Added a fitting room algorithm: if there are items in the basket, you can try on clothes in one of the fitting rooms.
13. All mechanics of interaction between items is based on a system of unique IDs for each item.
14. At the end, a few tests and bug fixes were carried out for the finished game.