

# Clothes Store Pixel Art Game

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## Introduction:

The game is about a girl who is exploring the city to shop for clothes. She finds a clothes store named “ZARA” and enters it to try some clothes on.

After she enters, the shopkeeper welcomes her and encourage her to buy clothes.

Then, she would choose a shirt, pants or shoes and try them on. After that if she liked any of the chosen items, she would purchase them.

## System Explanations:

The game is divided into two scenes programing wise and three scenes as gameplay wise:

- City scene:  
It shows the buildings, city background and the player moving around to find the clothes shop named “ZARA”. The system asks the player if they want to enter the store.
- Lobby scene:  
It shows the store interior design and the shopkeeper next to the player asking if they want to try some clothes on.
- Changing room scene:  
It shows the list of cloths items available for purchase with a variation of colors and the ability to try the clothes on.

Programming wise:

The game is divided into:

- City scene:  
It has the player character with the player movement script attached, which is using the Rigidbody2D to move the character around. When the player collides with ZARA store the system asks the player to enter the store. If yes then it goes to the store if no then the player can continue its exploration journey.
- Store scene:  
This scene is divided into lobby and room. The lobby has the shopkeeper asks the player if they want to try some clothes. If yes, the room would show up and the player is shown ready to change clothes. On the right hand there is a list of clothes options. After choosing the type the colors option would be shown with the purchase button. If the player purchases any item, the amount of money they have decreases according to the price. Finally the player returns to the lobby then to the city wearing the purchased clothes.