

Santinocasolati

This is a basic top-down RPG with an item shop. At first, I started thinking about changing the aspect of the player without having a sprite per combination possible. To fix that, the player has a main skin and child GameObjects with different SpriteRenderers for each part (clothes, hair and hat). Each part has an animator that is connected to the animations of the item that the player is wearing. For example: if the player is wearing only a hat, the animators in use are the main and the hat ones. When a part that has been set changes for another, it replaces the whole animator because it's less expensive and scalable than changing each animation individually.

There is a ShopKeeper in the item shop that, when you enter a range delimited by a trigger circle collider. When you enter that range the ShopKeeper greets you with a dialog and a voice line. If you click on her, a UI for the item shop appears. It has two pages: to buy or sell items. Each page is populated OnEnable to ensure that is updated.

To buy and sell items, there is also a Wallet system that adds when you collect coins or sell items and decreases when buying.

In order to equip the bought items, there is also an inventory system. All items in the shop are created in an array with all their properties, animations, and a locked state (modifiable by the item shop). The inventory also populates OnEnable to ensure that is updated.

To ensure that audio doesn't affect performance, there is an AudioManager with just one AudioSource. Things that want to produce sound call it with an AudioClip. Ambient music goes on a separate AudioSource to not be interrupted by other sounds.

Hope you like it!