Clothes Fair is a simple 2D top-down view game where you can buy clothes to have a more colorful life.

You can interact (press spacebar) with 4 sellers and buy boots, hats, shirts, and pants. You can get it to the changer tree and try out some combinations of the bought outfits. Be aware that your grandma gave you little money, so you have to spend it carefully.

To start development first I decided I wanted to make a simple dev, but with important features for a game like Stardew and the sims. I decided the grandma giving you money and a motive to buy some clothes. Then went straight to development, first choosing pixel art and downloading some free assets from [Open Game Art](). Then I set the scene, player, and NPC. Added clothes to player objects and animation. Added the main NPC interaction, using a selling HUD which updates according to the store. Added clothing change to the player and then inventory to show which clothes he's wearing or just bought. Lastly, I added monetization, some indications of how to interact with the game, and a story game scene.

The code parts I googled and used are, majorly, a return substring function and the skeleton for player movement.

I think my development is well organized and easy to scale, mainly on the clothing part. Using scriptable objects to create clothes is a great way to control and add new clothes easily. I think the instructions could use a refactor, but it's working ok for now. I wanted to add a shader glow to the gold clothes, as it is the most expensive, but I couldn't do it on time. I think it would be a great addition. Besides, I wanted to finish the game by calling grandma to pick you up, but couldn't finish the feature on time too.

I'm proud of my work, taking into consideration I had a setback and couldn't use the full 96h hours. I am very eager to participate in the development of Little Sim World.

Best regards,
Sarah Reis