

I started with going back and reviewing Stardew valley and then proceeded on understanding Little Sim World's aesthetics and overall feel. After I got a grasp on it, I started planning out my tasks and jotting notes as much as I could.

My plan as often was to finish first all the main mechanics first, creating the UI synchronously but with primitive shapes at first, after all mechanics are done, that's the time I'll be focusing on visuals.

I started the production with the player's main mechanics and moved forward to the inventory system, finishing core mechanics like add/remove inventory items as well as equipping them to the character. I did a clean-up for the code's architecture at this point and then moved forward on developing the shop mechanic which includes the shopkeeper interaction and the buying and selling of items. I then added a currency system that finishes off all main mechanics to be needed in this project.

After all main mechanics are done, I focused on improving the game's creative side. I added a toast system that will help prompt that player for better UX and created a mini-level with a 2D asset I found on the unity asset store. I then added UI using an asset also from unity asset store and added UI animations on top of it.

I finished the project by reviewing my code and making a few more tweaks for code optimization and improvements and performed one last test for sanity check.

For the structure, I try my best every time to adhere to the SOLID principle. For the Player script, I chopped it into three, PlayerLogic, PlayerAnimator, PlayerController, which do what their name implies. I have set up an interface for interactables and used it for the player to interact with the Shopkeeper NPC. For the inventory system, I have an Item which is a scriptable object for added flexibility and easier maintainability that holds all information about the items that can be bought in the game. For the shop system, it holds a list of Item scriptable objects that it will throw into a UI handler to populate the shop UI. The shop UI will then instantiate buttons which each holds specific item information and is triggerable to buy items in the game. The selling mechanic is similar but the Shop UI is populated with the player's current items and the button will be set up to trigger the sell mechanic.

All scripts I made for this project are all from scratch and nothing is from my previous or other projects.

I do think this project has a lot of room improvements but overall, I think I did very well with this project especially that I was able to attain all that I planned before starting the production