

The character is able to put items from shelves in their basket (4 maximum), only once per shelf. In order for the player to actually receive these items in their inventory, they have to interact with the clerk, and pay for the items. Once the items are in the players inventory, they can now click on the items, and the character will start wearing these clothes. Clothing items can be for the head, torso, legs and feet. Every item that can be purchased has its own name, price and description. Every clothing item has its own unique sprite for every four directions that the player can face.

My plan during the initial stages of development was to implement animations, and a dialogue tree system for the clerk, however I need to focus more on the game actually being functional, due to my own personal time restraints. I realize that there is definitely a lot of room for improvement here, not only for the looks and aesthetic, but for coding as well. I implemented a lot of singleton patterns in the code, and as far as I understand that is not the best coding practice, but I needed a quick solution to make the components in the game work with one another. I forced myself to write my own code, and to look for help online only during some errors that were unknown to me during this project.

I also think that I could improve my time management skills a little bit, as I found myself focusing too much on a smaller problem, instead of moving on to something else and coming back to fix it later. Looking at the main game scene, I realize now how empty the room feels; it lacks any kind of detail, and it's mostly made just to function.