

In this project, I have developed a Store 2d topdown, This project work to buy and sell items, equip items, talk with npc and pick up gold, the steps that i take were those;

create a list with the small task that i will need to complete:

create scene, create characters, the store, basicUI..button list,

skins category: head, shoulder, legs, weapon, chest, boots

create scriptableobjects for the skin and the Uitem

prefab To populateUI with Uitem

sell and buy buttons/scripting

enabled/disable store by code

player movement

pick gold

talk with npc

animation characters

|UI Improve animation and feedback

Thought Process During Development: During the development of this asset, I followed these steps:

1. Requirement Analysis:
 - Identified the functionality of the store.
 - Researched existing solutions like the examples sim or stardew valley.
2. Design:
 - Designed a user-friendly UI for input.
 - Selected TextMeshPro and UI assets.
 - mix UI canvas and sprites for better interaction.
3. Implementation:
 - Wrote the C# script to handle the skin change from the store.
 - Code ScriptableObjects to easyItemPrice and sell configuration.
 - Code ScriptableObjects to easy itemchange configuration.
4. Testing:
 - Conducted thorough testing to identify and fix any bugs.
 - Tested the asset with gold 0, sell all no items, skin0 for no items.

Dotween was part of the asset used to improve icon animation, furthermore to get better UI experience auto select head icons was made, this way the user will be more curious to click it the other ones options

Overall, I am satisfied with my performance in creating this asset store .