

Used Assets

- For Character I have used "SimpleCitizen" asset which I had.
- I took guide for Character Movement from YouTube Channel "iHeartGameDev".
(Link: "https://www.youtube.com/watch?v=bXNFxQpp2qk&list=PLwyUzJb_FNeQrlxCEjj5AMPwawsw5beAy&index=3")
- For Camera Movement I have used asset "Cinemachine".
- For Environment I have used asset "SimplePoly - Town Pack".
- For Character Animation I took animations from "mixamo.com" website.

Project Description

- I have made this Demo in 3D.
- Executable file for the Demo is in Buids Folder.

Gameplay

- For Character Movement, use Keyboard keys "W" for Forward, "A" for Left, "S" for Backward, and "D" for Right.
- For the gameplay, Walk the Player Character and move the character to the green Highlight.
- Now, it will automatically open shop(I have used simple in built Unity UI for Shop UI).
- Here in the shop, Player can buy or sell Cloths.
- I did not have cloth images so I did not use images rather I used the cloths name (like Sports, Policeman, etc).
- I did not use the currency and also note that the game will restart progress after replay.
- In Top Right corner, there is a button for Changing cloths where the Player Character's Cloths will Change.

Code Information

- For Storing Data I have used Scriptable Objects (We can also use the JSON to store Information).
- I have used Scriptable Object to store data of Cloths.
- For Character Movement, I have used New Input Sytem of Unity.
- There is a "CharacterMovement" script for Character Movement.
- There is a "ClothShop" script for All Shopping related Tasks like interacting with Shopkeeper, Buying Cloths or Selling Cloths.
- There is a "GameManager" script for Game Controlling Mechanism like Enabling Character movement, Disabling Character Movement, Changing Character Cloths.
- There is a "Cloth" Class to Store Cloth's information like Name, Price, Material.