

Documentation

Game overview;

Game is a simple prototype where player can move left right up down and purchase armor from the shop.

Player movement;

Player can be controlled by using up down left right keys or WASD keys. In the game user input is translated to player movement. Player has 2d rigid body and we use the velocity to move the player by increasing it with user input.

Game Environment;

Free top down 2d assets were used from unity assets store. Tilemap is used to design the environment in 2d.

Character sprites.

Free character sprites are used from assets store. for armor I edited the sprites in photoshop (not that good edited) to create gold and red armor. Could have changed the color with script but decide to do it with sprites. I could not find any free ones for character with different clothes so I edited them.

Shop manager

Simple collider trigger is used to enable the dialogue and shop. when player is in the shop ui will be shown to the user

Money

As for money as it was prototype so each time game begins the coin is set to 50 and displayed on screen. Store in unity playerprefs. when user purchase the armor, the coins are deducted.

Armor equip.

If user purchase specific armor he can equip it in the shop. And player animations change to the one with the armor.

How well I did?

Well I will be honest as far as the prototyping its good but not for game can do lot more. and if more details were provided might have improved the game more.

Where to find?

Scripts folder have all scripts. Animations folder have animations. sample scene is the main scene.

Hope you like it and if you can share your feedback that would be great. Thank you and stay safe.

Github link; <https://github.com/umair7007/shopunityproject>