2D Clothes Shop

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Controls

Movement: W (up), A (left), S (down), D (right)

Interaction: E

Open Inventory: I

Open Pause Menu: Escape

How to buy an item

To buy an item, approach the item seller and interact with it to open the Clothes Shop UI. In the UI, simply click on the item you want to buy and it will buy the item if you have enough gold for it. The item seller is the King, to the north of where the player first appears.

How to sell an item

To sell an item, approach the item buyer and interact with it to open the Clothes Buyer UI. In the UI, simply click on the item you want to sell and, if you have the item, it will be removed from your inventory and you will receive gold for it. The item buyer is at the castle entrance, to the south of where the player first appears.

How to equip an item

To equip an item, all you have to do is open your inventory and click on the item you want to equip.

Thought Process

In order to have a functional Clothes Shop, the character has to be prepared for customization. Therefore, the first step was making sure that the character was not just a single Sprite. With the character ready, I built a prototype of all the UIs I thought were necessary.

To control the player, I modified the Character Controller included in the Pixel Art Top-Down asset. This is the script that later on will handle all player input. To give the prototype a decent "game look", I decided to implement a Loading Screen, Main Menu and Pause Menu.

After having all the basic functionalities implemented, it is time to start working on the logic behind the Clothes Shop and Inventory. In my design, I chose to have an NPC that sells items and another one that buys items. And to store the items, I implemented an inventory that has different Item Slots. And finally, to equip the items, the player has to use the item from its inventory.

My opinion about the prototype

The game is fairly simple, all required features implemented and functional. Since it is only a prototype, there is room for improvement but in my opinion, it is a good base to implement further improvements on.

Scripts provided by Third-Party assets

Scripts/CameraFollow.cs
Scripts/PropsAltar.cs
Scripts/SpriteColorAnimation.cs
Scripts/TopDownCharacterController.cs (completely rewritten)

Third-Party assets used in the game

- Game icon: https://icons8.com/icon/EkKCKFxtxIWZ/shopping-bag
- Game font: http://font.woowahan.com/yeonsung/
- Pixel Art Top Down – Basic: https://assetstore.unity.com/packages/2d/environments/pixel-art-top-down-basic-187605
- Fantasy Wooden GUI: https://assetstore.unity.com/packages/2d/gui/fantasy-wooden-gui-free-103811
- Tasty Characters – Castle Pack: https://assetstore.unity.com/packages/2d/characters/tasty-characters-castle-pack-108881