Ye Olde Clothes Shoppe
by Vincent Layog

The Magical Bazaar has opened in the woods!
Granted, it's just the silly wizard and his old hats, but still!
If you have the gold to spare, waste a second you shall not dare!
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The game handles items by having a generic item object that can be transferred around to different Lists. There are managers that handle Inventory, Equipment, and the Shop. These pass around ScriptableObject data that is set up with variables for position and scaling offsets. Items can also be dropped on the ground ("overworld") and have the appropriate position and scaling offsets as well.

The Shop system populates the UI of purchasable items dynamically, based on a List of "Shop Items". When the player attempts to buy an item, a Confirmation window will appear to allow the player to Cancel their purchase, it also shows the name of the item and the cost. On confirmation, the shop checks if the player has enough space in their inventory, then checks if they have enough currency (GoldManager). If either of those fail, a notification is pulled up to show what went wrong. On success, a copy of the item is then transferred to the player and removed from the shop's listing.

When an item is in the inventory, the player can click on it and it will appear on the character. Offsets for the clothes are also implemented, in case the scaling or positioning of sprites needs to be adjusted.

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I think I did pretty well. I'm quite proud of how efficient I was with the code. As much as I could, I tried to keep interactable items as abstract as possible so that they can be handled by multiple systems. The shop system is working really well, it feels very tight and (at least off of the top of my head) has no bugs or exploits.

All sprite assets are from free asset packs on the Unity Asset Store, itch.io, or other clipart website. Sounds and Music are license-free audio from freesound.org and incompetech.com.

My only regret is not having assets to work with to expand upon the equipment system. I made a few hats that are a proof of concept, but anything more complex sadly had to be left out. I created more variations, but concluded that I should delegate more time on polish and other features instead. If I could find a decent looking sprite from the internet, I would have used it, but as of now it's unfeasible for me to create those on my own.

Overall, I think the project turned out great! All features are working as intended with no bugs, and are open-ended enough to be expanded. Given the amount of time I had, I'm very happy with the result.