Wento Boutique

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Wento Boutique is a 2D top-view demo of a clothes shop. The player can walk around the shop with a-w-s-d keys or arrows keys and interact with the mirror though the keyboard key "E", which will open a pop-up showing available items to purchase, divided by categories (Hair, Hat and Clothes). By clicking in the item, the avatar is updated wearing the respective item and the cart is also updated with the item's price. By clicking in the cart button under the avatar, the items are purchased and the pop-up is closed.

Considering the available time to make the demo and the tasks needs, such as:

- Gather or make sprites (the UI assets were made by me);
- Prepare the character (animation, movement, interactions);
- Structure the needed code in classes (like one for the character, one for the inventory, one for the Shop list, etc);

I tried my best to do a Minimum Viable Product, somehow functional, although it does not have all of the requirements, such as the shopkeeper, having a functional Inventory that updates every time the player purchases an item, avatar update outside the Fitting Room pop-up. So I did a rotation between the requirements, linking then when possible. For example, I started creating the character movement, but worked on the animation later, after working on the pop-up and the items lists, so even if the character did not end up fully worked (movement, animation), it would have the interaction of opening the store items list, which is the functionality.

In these 48 hours I had some trouble with git (which leaded to the double branches on github) and other personal matters. Personally, I would rate my demo a 6/10, mainly because the inventory saving system is not working and also because of the missing features. Besides that, I believe I could organize well the scripts (how each one deals with a specific matter), the folders, the project overall.

Thank you very much for your time and this opportunity.