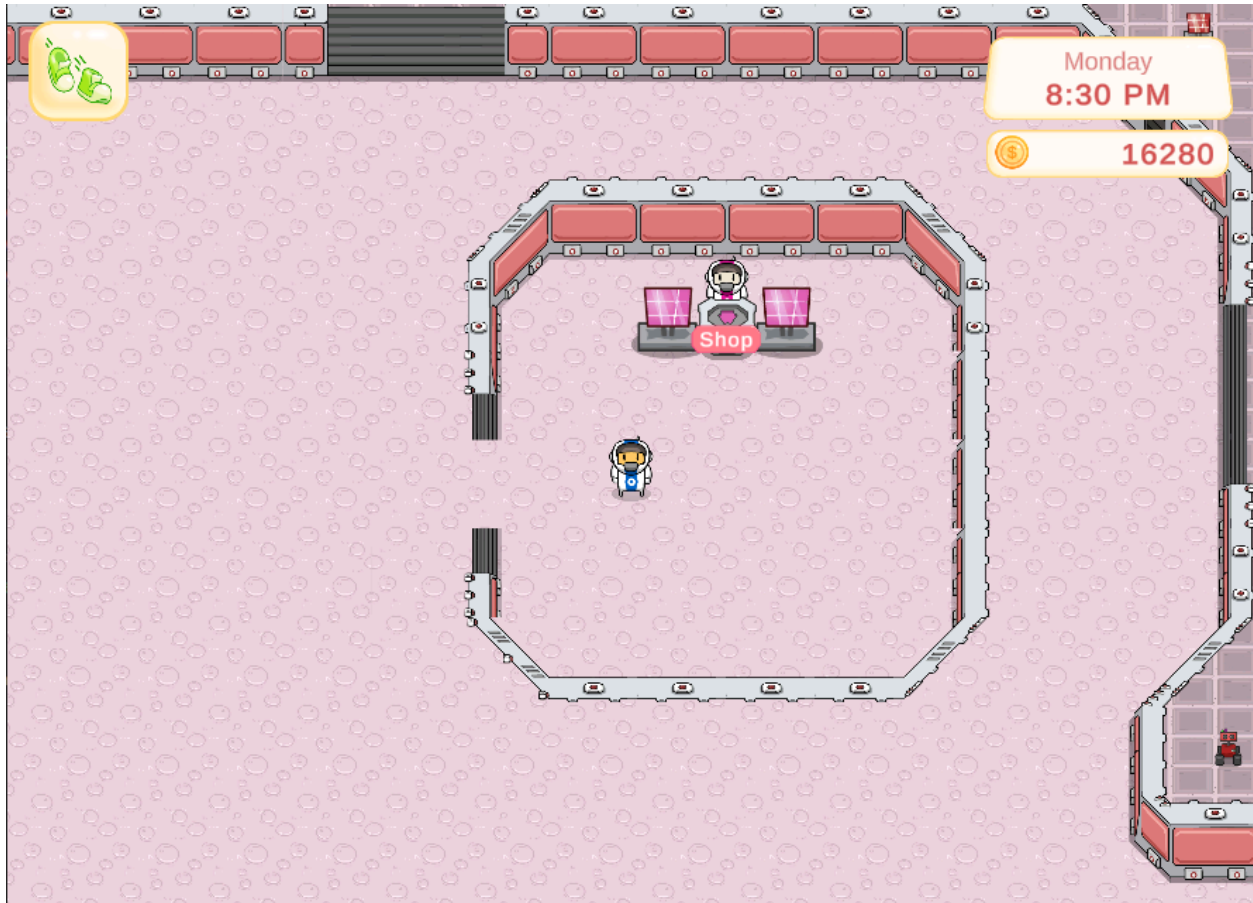


Simple shop system

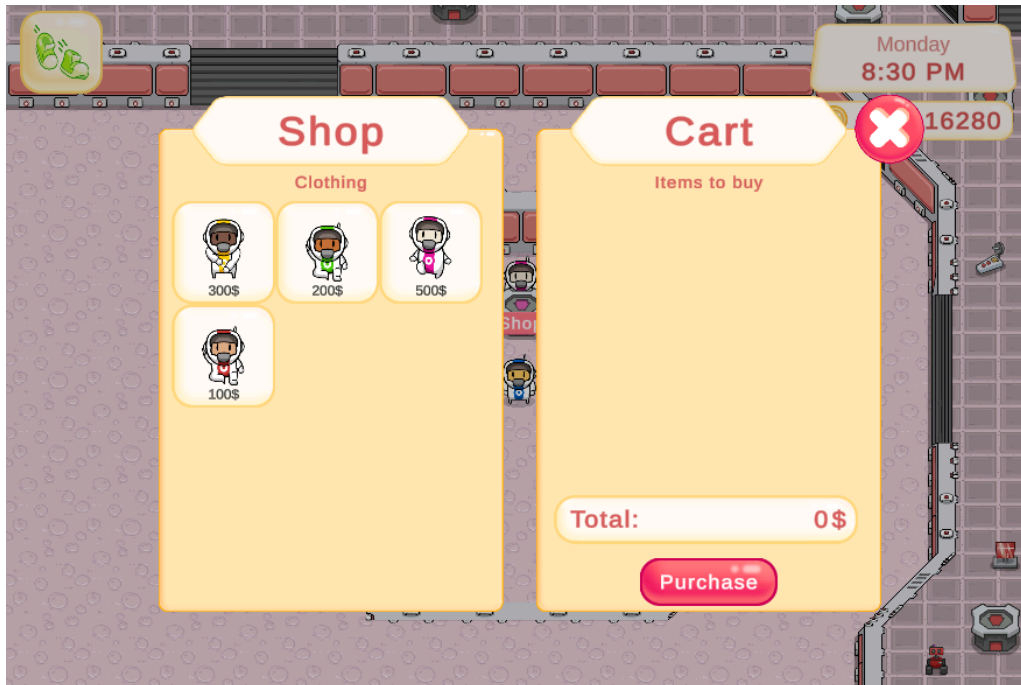
Project explanation



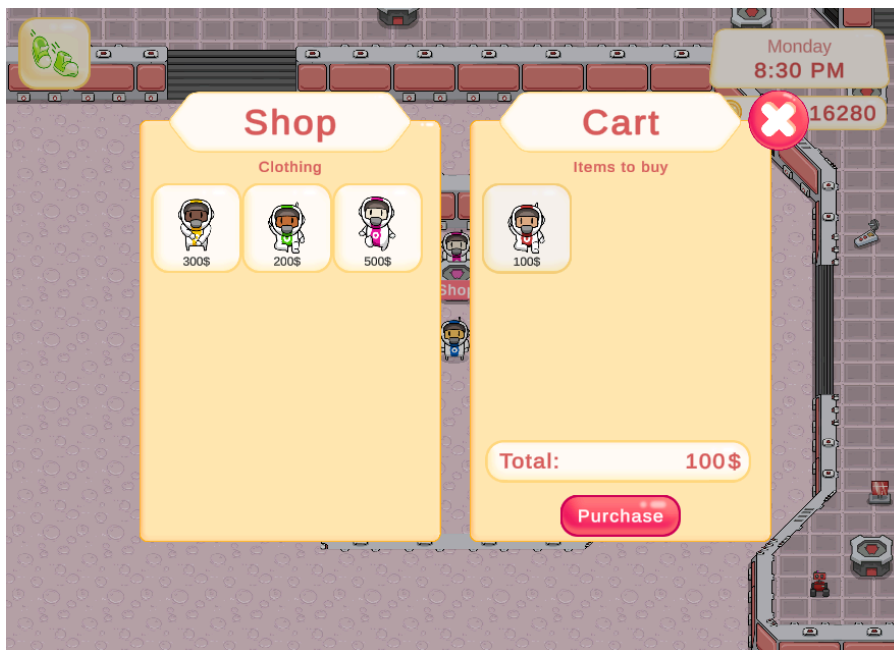
This is the main scene for our project. The environment is a tilemap, and the player moves around using NavMesh. You can control the player with the mouse by clicking on the tilemap, the player will avoid obstacles and walls.



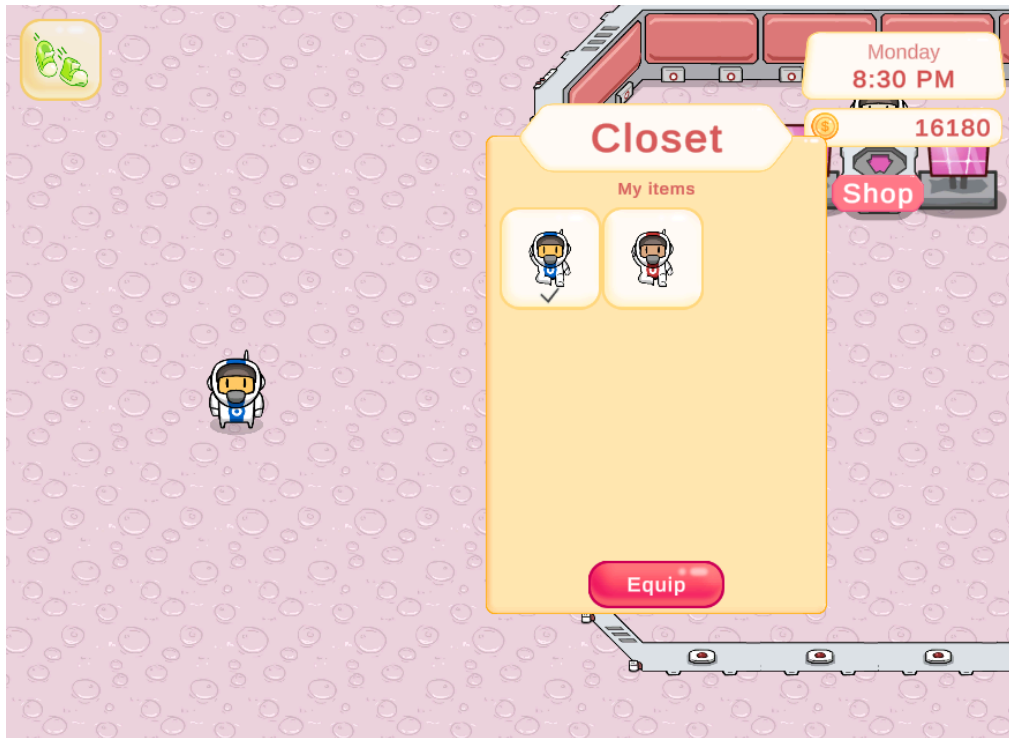
If you click on the shop (this is our action point) you can choose if you want to buy or sell your things.



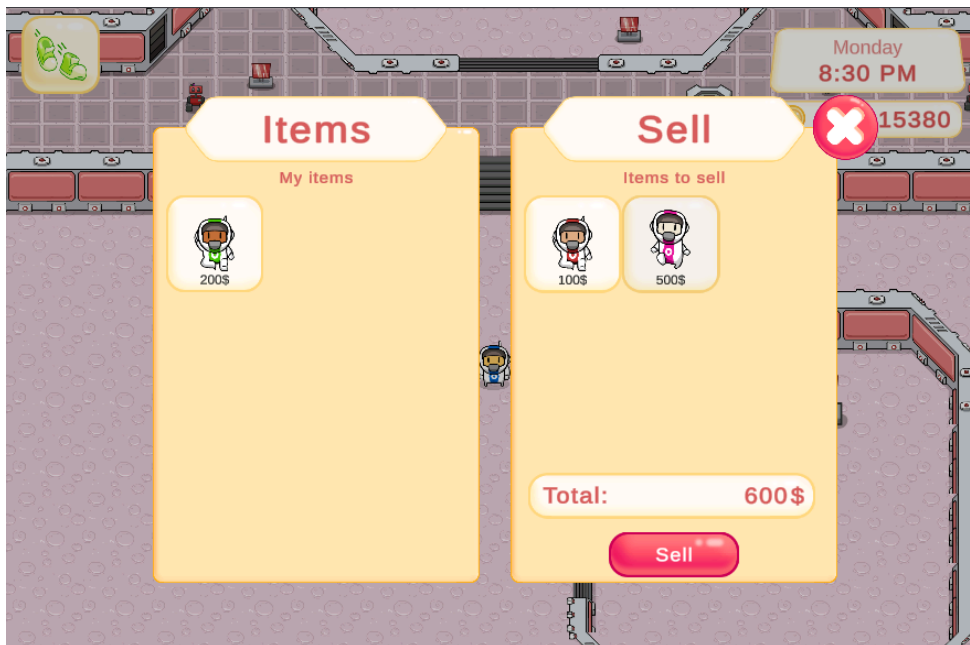
If you choose to buy, popup will appear, with available clothes and prices. By clicking on the desired clothing, it will be moved to the cart, and vice-versa.



After clicking purchase, you spend coins and you get new item(s) in your inventory.



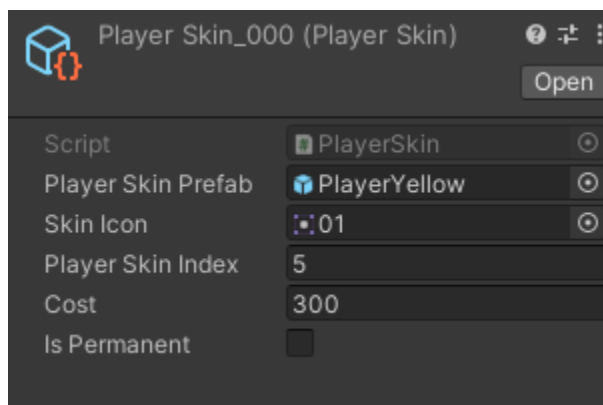
Inventory (or closet) is located at the top left button on the UI. When you click it, you can see all the outfits that you own. By clicking on them, you can equip them.



Selling the items works like buying, on the left you have your items, and when you click on them, they go right where you can sell them.

Process

The main struggle I encountered while working on this project was finding good, free assets to use. Specifically, I had difficulty finding characters with interchangeable clothing. I came across a cute astronaut pack, but it only contained complete prefabs with different skins. In this project, when you purchase clothing, you're essentially buying an entire skin. I had hoped to find a pack where clothing was separate from the character, but unfortunately, I couldn't find one. I apologize.



All skins information is stored in scriptable objects in the Resources folder.

Personal assesment

I really had fun working on this project. I'm also an avid Sims and Stardew Valley player. I had many more ideas in mind that I wanted to implement, but unfortunately, I didn't have enough time. Despite this, I managed to complete all the main features outlined in the document. As a programmer, I always strive for improvement even after finishing a project, so I remain open to learning and refining my code.