Documentation: 2D Simulation Game

This 2D simulation game presents a game world where the player can interact by buying and selling at a clothes store. First, the player can talk to the shopkeeper once near the latter. The shopkeeper greets the player in three different dialogues (during the first visit, the second, and the third). Once the player had returned to the shopkeeper three times, the dialogue will be the same in the succeeding times when the player returns to the store. Once the player is interacting with the shopkeeper, he can press "F" for purchasing a t-shirt of a color of his liking. Each shirt has a different cost. The player cannot buy any shirt in the beginning since his cash is zero. If he tries, there will be a warning that will be shown that his money is not enough. The player first needs to sell his diamonds by pressing "G" while interacting with the shopkeeper. Once he had sold his diamonds, then he can proceed to purchase a shirt. When he does that, the color of his shirt will change depending on the shirt that he bought. The player can sell and purchase an item when he clicks the icon on the UI shown to him. The cash of the player will decrease or increase depending on whether he sells or purchases. When the player walks away from the shopkeeper, all the UI panels will disappear.

My thought process is to determine first the features needed in the game. Then, I planned how to implement them one by one. First, I created a basic environment, then made the player, and then followed the controller script. The different features of the game followed after that.

Regarding how I did, I'm happy with the result. It was also fun doing it.