

It was my first time developing a changeable cloth system, so I needed to study and discover a lot of new things to develop this prototype, and because it was my first time doing this I'm so happy with the result. I know that there are some codes that I probably could have written better, but I think that it's working perfectly and I can improve the code over time.

To start the project I first searched for some assets to use, because I needed an asset that the cloth was separated from the character, so after finding the asset I started studying how I could develop the cloth system and testing it. I did a lot of tests, using mocked objects and buttons, first I developed to change the cloth but without the animation, it was so easy, but when I needed to change the animation it gets a little hard, so I discovered the `AnimatorOverrideController` that help me a lot to change the animation clip instead the sprite, so I used scriptable objects, the animation layer and the `AnimatorOverrideController` to create the change cloth system.

After finishing the change cloth system I started doing the inventory that save the scriptable object of each cloth the player have and also save the money, so I created the shop system, that access the inventory to use the money and add a new cloth or remove a sold cloth, succeeding this I developed the UI to list the inventory and list the clothes to sell and buy, first I created using the Unity design to make everything work, and when I finished and everything was working properly I designed the UI and make this better, following this I found an asset to create the store, because the player and the salesman were floating in the void, and I created the palettes, grid and collision for the environment.

And to finish the project I add the sounds, read the whole code and make some improvements and add some new clothes.

As I said, I'm so happy with the project, and I learned a lot of new things!