

**Overview:**

This project enables the player to buy and sell clothes. The player has an inventory that allows them to dress and undress clothes. Additionally, the system incorporates a save feature that stores the owned items and the current amount of money.

**Thinking Process:**

The use of dependency injection through Zenject ensures a clean separation of concerns, while signal handling allows different components to communicate effectively. The code snippets were designed to be reusable and scalable. My primary emphasis was on making the logic as decoupled as possible, making it easier to implement new features.

**System:**

- ScriptableObjects

ScriptableItems store essential information about items and act as in-game rewards and key components for displaying items on the ShopScreen and InventoryScreen. They are stored in persistence in the player's data when clothes are purchased.

- InventoryPersistence

The InventoryPersistence class manages the persistence of inventory data by saving and loading information from a JSON file. It implements the IPersistence interface, handling scriptable items and soft currency. The data is stored in an InventoryData object, and the file path is constructed using the persistent data path.

- ShopScreen and ShopService

The ShopService script provides a service class for managing shop-related operations, including buying and selling scriptable items. It interacts with a persistence system through an interface (IPersistence).

The ShopScreen script, on the other hand, represents a user interface for the in-game shop. It utilizes the ShopService to facilitate item transactions, updates the displayed soft currency amount, and dynamically generates shop items based on item types.

**Corrected Text:**

I believe I did my best with the time available. I'm disappointed about not meeting all the requirements, like the shopkeeper interactions, and I wanted to improve the animations more. However, I truly believe I delivered a good test. It was gratifying to see the shop and persistence working.