

First, I made a mental plan for what steps i need to take, so this way i can make my code based on what i gonna need after.

I started importing the new input system from unity and the rogue package for art, with that i made a quick review of the rogue asset to plan how i gonna make the inventory system.

After that I worked on a base for the player movement and made a quick test swapping body parts to see if the plan actually works.

Add a quick animator setting to actually see the player run.

Then I made a scriptable object for the items, because I consider that this way it would be more reusable and scalable. After I have the base, I proceed to install a basic ui asset just to make it look prettier.

With that I started working with the store and the inventory UI, first the idea was to make a UI for the store and another one for the inventory but I noticed I can use the same system just with a few changes.

I made an Interact parent class, and used it to open the store and the chest.

Made a quick test of everything and some bug fixing, and at the end add a basic ui for instructions.

I think i did it well but there are some aspects that could be better, like make a dedicated script just for the input player because in normal games you usually have a lot of inputs and can be kinda hard to manage a big script, or made new icons for the store instead of hardcode his position and scale.

But I consider that the inventory and the store system is quite scalable and quite easy to add new items.