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Here is how it works:

 Scriptables, States, Prefabs, Scenes

App opens 1.MainMenu

GameManager will initialize and load the mainmenuUI from Appscope


The character from the assets suggested gave me a feeling Arab aesthetic, so i followed that theme from the ui to the music

I wanted to use new Uitoolkit but Unity 2021.3.2f1.has a bug with that

I removed settings menu because i didn't have time to finish the settings options and it wasn't a requirement

Press play, gamestate will spawnassassin and load 2.Game player moves with **WASD**,
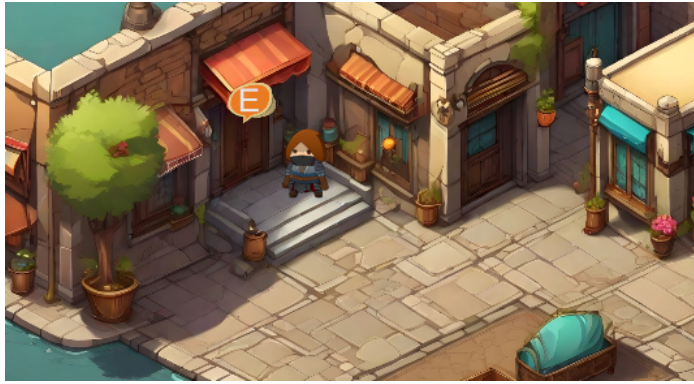
follow the arrow Clothes, bubble with the letter E appears

press **E** and enter 3.ClothingStore

Go to the shoopkeeper and press **E**, shopUI opens

I was planning to use a more modular and scalable structure for my code(use machinestates, asynchronous tasks and dependency injections) but the 48 HOUR deadline said i should use a simpler approach (i'm just attaching scripts to the gameobjets)

The ui will read categories from inventory and fill their data,the UI is dynamic so it will display as many products as you add to the inventory
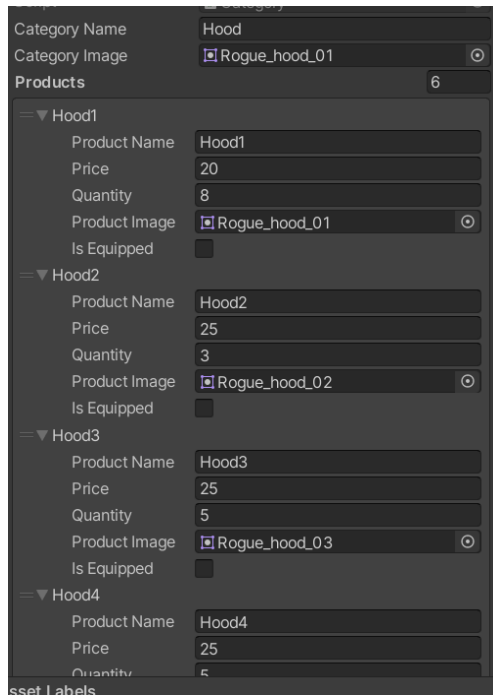
Press a category, a list of products will appear, select one product and it will be equipped unless you have quantity 0 in your inventory

You can buy a product if you have enough

Equipped products will be highlighted and shine, after you buy/sell/equip changes in gold/inventory/clothes will remain next time you enter the game

I didn't have time to put uimessages if you don't have enough gold in wallet to buy or quantity in inventory to quip, only debug logs

Format for AI generated art: NemeOfModel_Prompt_Seed

Assets

Mighty Heroes (Rogue)
https://assetstore.unity.com/packages/2d/characters/mighty-heroes-rogue-2d-fantasy-characters-pack-85770

UIEffect

https://github.com/mob-sakai/UIEffect