

- Shop system – The shop system is simple enough. Player walks up to the counter and interacts with the shopkeeper. The available Items are on offer in the shop with their prices underneath. The shop screen itself is composed of several UI components with a layout grid to evenly space the available items. Each item has a button attached that when clicked will call on a script to see if it has already been purchased or not. If not, it will deduct the price from the wallet, add it to the inventory and show that it has been purchased by placing a cross over the item in the shop. If the item was already purchased clicking it again will sell it, remove it from the inventory.
- Inventory -The inventory is comprised of a scriptable object that will hold the information about the Lists used for the item data after they are purchased. A game object is then instantiated and placed in a new inventory slot. This game object has a button attached, and when clicked it will, depending on the article of clothing, change a value in the “outfitChange” script that will then change the sprite of the article of clothing currently equipped, to that which has just been chosen to equip.

I found the task quite challenging as it's the first time I've properly had to implement an Inventory system, however I managed to get it all working properly with minimal errors. There was a lot of iterating and research done into different ways of creating such a system, but I am happy with the way it turned out given the time deadline. Given more time I would be able to refine it more and remove the need for some unnecessary code and make it more efficient.