The system works through an inventory base class (InventoryBase), and a slot base class (UIShopSlotBase).
To open the panels I use a gamestate (GameStateHandler) and a series of UI scripts manage these slots.
The NPC shoopkeeper has his specific inventory and the player, when I change GameState, also sends who is opening the new tab.
and I use this to load the data in the Shop state.

After receiving the email, I left the computer to think for a while, and when I had an idea for the story I went after the artwork,
I made a small visual GDD, it was very difficult to find an external environment pack for the houses that matched the player.
I imported several assets that I thought would be useful for this project, including some that I made myself:
I separate them into folders
- DialogSystem
- _Project > Editor > TemplateCreator
- _Project > Editor > Core

I started implementing generic systems, I started implementing player functionality
I went in search of a more efficient reskin than animator override
unfortunately there is no built-in solution for spritesheets
I found some paid ones and others that overwrote the animator in the late update, I didn't find them interesting because of the high risk of breaking strings, so I went with the override.
When making the base, I realized that I would spend a lot of time doing it by hand, so I made an editor tool to automate the process of adding any new body part with the 63 base frames.

I added and refactored my dialog package
I refactored the entire player because it was too complex.
I could have improved the shop system by dividing the classes better

I think my performance could have been better, I was very slow at the beginning making complex structures without need,
after some refactoring I felt it improved, it wasn't my best inventory system either, I felt it could be better structured