

After reading the instructions for the task I went to trello to separate the tasks with a KABAN method. For example like first task is the player character and inside a checklist, then the shopkeeper and their functionalities, etc.

Then I draw how the shop will be, and some UI for the product list from the shop and the inventory of the player.

Now I will find some assets for the project. created the github repository.

I kept taking the task from trello and uploading the changes to Github.

I found the more difficult part for me was to equip the items into the character, never done this before so I tried to find some awnsers on youtube.

But I didn't quite understand all the logic behind so I applied my own after seeing some videos.

The movement part of my character I tooked it from a previews top down project made it in a gamejam about a farm game. And to solve some errors or bug that I didn't know how to fix it I use some Chat GPT advice.

The system of the inventory for the player was some difficulty parts for me as well, for example how to load the image from the scriptable object that contain the sprite of the item.