Thank you for giving me the opportunity to showcase my skills as a developer. It was an exciting journey throughout the development process. I have made a small garden area covered with water and nature. I added a player that can interact with the things around the garden and a shop in the middle. The player can talk with the shopkeeper and equip the clothes. I wanted to make a very advanced system for the inventory and item equipment with the change of texture instead of just sprite changing and wanted to implement a fully advanced dialogue system with two-way talk but keeping the time constraints in mind I kept the system very simple. I have put a Camera Controller to control the view of the game and make it follow the player around. There are coins in the game used as money from them a player can purchase new clothes from the shop and after the purchase, the amount will deduct from the total cash. There are a lot of things I still want to do and want to expand but as the time is up now I think that's it :). Looking forward to getting feedback from the LSW team.