The first thing I thought about when started working on this interview task is to find necessary sprites for the player, environment, UI and others. Because I didn't want to waste a lot of time time and didn`t find good sprites with different kinds of clothes, I used more simple sprites to work with. As for next steps I wanted to make player and his animations and scripts. The player first function to be implemented was player movement and then within further work other functions were also implemented. After that I wanted to make environment for the player using Tilemaps and make some objects that he can interact with. Next I thought about making camera follow my player and starting with the UI part of the game. Firstly, I wanted to implement inventory, because if our player will have to buy items then we need to store them somewhere. I had a thought that clothes don't stack with each other so each slot in inventory will have only one item. Then I made Shopkeeper who interacts with our player, made him interactable and created the UI for his shop. And I then made functions for buying clothes, their price and spawning them in the ShopWindow.   Also I needed to make inventory UI to change when we buy clothes. As for things I didn`t do, I wanted to make clothing changes on the player, but I didn`t have any sprites for that and wanted to make it when I will found them. But I was not able to find them in 48 hours. There is much more things that I thought of the improving of this project like making more interactable characters and some pickable items on the ground, making some other scenes with other shops. And making UI for the player to see which clothes he`s wearing. In my opinion I did well as for the time required, but it has many things that need to be developed.