

First of all I must say that it was really fun working on this prototype.

All scripts and systems were developed during these 2 days except "EasingFunctions" Tween tool which is used for UI animations.

At the beginning I setup Grid Tiles and Player movement. After that I made 2 Shop Keepers and set interaction triggers, then I felt some progression (UI popup when you come near them).

I continued to develop final steps of task, Shop and Gear Panels.

The most important thing is Shop and Gear Items. They have their own Explorer Scripts and Configurations which generate those Items when UI shows (Shop or Player Gear).

Configuration of Shop and Gear Items is in Resources Folder and the system uses them and their Names (Configuration File Name) to load Icons from Resources.

Icons have the same name as Configuration Files so the name must not be changed in project (that goes for both).