I was focusing on writing clean code and open-ended systems that can be expanded upon.
First I made an interaction system using an Interface to use for dialogs and a shop interaction.

For dialogs, I made a Dialog Manager that handles all the logic and a Dialog class that can be attached to an NPC and sends a dialog to a Dialog Manager on Interaction.

In order to handle shop and items, I needed an inventory
I made an inventory system utilizing TryAddItem and TryRemoveItem functions that returns a Boolean to check whether an Item exists in inventory or if there is space for a new Item.

Based on the return value, I can easily determine what should happen in Shop class.

I also added a difference in prices when selling and buying items, as it feels more like an actual game.

For equipment, I used Sprite Libraries to quickly swap sprites and animations on Player Visual

Note
After this, I realized that I was using the wrong Unity version and had to downgrade (more info in the repository description)
After which animation and sprite Libraries broke, so I had to improvise

For the UI I downloaded a free asset from the store and modified it a little bit. It's far from perfect, but I was running out of time at that point.
This can be seen in my code as well, it's getting dirtier and less optimized the closer I was getting to the deadline.

Overall I think it's a decent prototype, I added all the required features
But it could've been better on the polishing side.