

It was a very challenging test, as I had never done a store system and sometimes I had asked myself how this system would work. For a first time I was satisfied with the result.

The system I made in a very functional and basic way with the objects that will be used stored in scriptable objects, where I kept the price and image information. Inside the store I created a manager to control which item is purchased and added to the character.

For the movement of the player I made a simple system with rigidbody and adding forces to move and dealings for when opening the store and the character does not move.

And for storage and display of items on the character I made a script where I can store and update the current skin of the character.

I used ready-made assets, as it would optimize my production time, in this case, but I've been through situations where I had to create my own assets. And for the scenario I used the reference indicated in the test description, using a perspective similar to that of Stardew Valley.