How the Game Works:

Game as created using 2D template and modules (no asset store assets used). Script uses no premade code (started from zero).

Main Camera: Follow character by following his transform;

Character: Uses a circle collider to detect collision only on his position, triggers around character and his angle image activate by player axis input taking absolute value of input (Each character image angle is a GameObject). Interaction with shop NPC is activated by the triggers detecting interactive tag (target have a Interaction script that uses UnityEvents to call any function, so anything with interaction tag could use same script). To control character the bool "CanControlCharacter" needs to be true. There's a secondary GameObject that controls player status (Like money). Outfits are controlled by an int for Upper Body and Lower Body using arrays to set Sprite Library and Sprite Resolver to change sprite and use the same animation bones. Character Upper and Lower body have scripts to help set outfits.

Shop NPC: Have a function to talk to character to enable his chat UI and set controlcharacter to false while talking. Have another function to open shop UI.

Shop: Finds Character status by tag to get the money. If a player can buy it can be equipped, if not the player must sell an outfit to get money to buy another. Have a public array with shopItem class to put items and item info on it.

Outfits you buy and sell are saved with playerprefs.
Money is also saved.
Most variables are public to be able to be modified and make adjustments at will.
Character animations use the same skeleton for each angle using 2D skin, Sprite Library and Sprite Resolver.
Assets and animations created by myself.

This is the first time I made a game like this (2D with customization options) as normally I work with Unreal 3D, it was hard work but one I was willing to do. Got some tutorials and used what I learned to make the game. The game is not something amazing because I focused on code quality and flexibility and making something with quality really takes time. But if I haved more time I would make something better, I'm new to game industry but I'm a fast learner and really creative.

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