The system features a ScriptableObject used to facilitate the creation of new clothing items. The primary goal, as outlined in the task document, is to create a small clothing store simulation similar to Stardew Valley and The Sims.

The development process began with planning how to approach the task and then gradually building the game in modules. It started with interacting with the environment, then moved on to interacting with a fitting room to choose clothing and add them to the cart. Next, the functionality for buying and selling items was implemented, followed by the ability to equip items from the inventory. The final part was reserved for setting up the menu scenes.

The code is as clean and optimized as possible within the time constraints. I authored all the code and assets in this project, although I utilized ChatGPT to help identify errors and brainstorm solutions. Due to the time limit, I saw it as a helpful tool, but in different circumstances, I would rely less on ChatGPT.

Overall, I'm satisfied with the product. There are still some bugs present in the game, but they should not cause crashes. It was my first time implementing a system for buying and selling items, so there may be better approaches, but I'm pleased with what I've accomplished.

I would like to express my gratitude to the team at Blue Gravity Studios for providing this opportunity, and I hope that the program meets the standards they are seeking.