**Blue Gravity Programming Assignment**

* **Pre-development:**
  + The task was read to understand the requirements and the assets needed to complete the task.
  + Find assets for base character, shop and playground.
  + Download the latest Unity LTS version in order not to make conflicts between versions.
* **Development phase :**
  + First of all, I created the playground using the tail grid and sprite sheet editor to use only the needed sprites.
  + Second, I designed and implemented the player component with its controller and sprite animation and also the movement functionality.
  + Third, created the shop component and its controller and added a couple of shops to the playground.
  + Fourth, implemented collision detection between the main player and shops in order to show a sort of popup while colliding with the shop.
  + Fifth, created the UI for the shop menu and other UI components like the coins counter and inventory button.
  + Sixth, designed and implemented the inventory feature, which will give the user the ability to add, remove and list inventory items.
  + Seventh, added the ability to buy items from shops and add them to the inventory and also to sell the items to shop while the player is in the shop zone.
  + Eighth, added animation for some UI components.
* **Controls and instructions:** 
  + Use WASD for movements , “i” to open the inventory tab or click on the inventory button in the top right corner and “e” to open the shop's menu.
  + While you are in the area of a shop you can either buy items from the shop or sell your items to the shop.
* **Unachieved goals:**
  + The ability to equip purchased clothes.
  + Add sound on buy and sell items.