Hello, here's the documentation from my 2D game. The first thing I did was organize the folders in a way anyone could understand what I got from the internet and what I created. With that the UI was started for blocking so i could see what the game would look like at the end or i at least could see something to fill, after the end of this UI prototyping it was time to start coding then my first start was with player how he would move then i created the **playermovements** scripts witch use update to get the user inputs and calculates how the character moves and witch side the character is always facing, with that i started some way to the player interact to the shop so i created a hit box trigger on enter for just get inside the hit box the store would open and close if the player get out, so with the shop open i need a few items to sell and somewhere to store this data so i create a **StoreData** and a **scriptable object** one to create items and other to store then and load to the store with the objects created, i need some place to store player items so was **created the inventory for the player** one for the **UI** and **one for storage** a few things that UI don't need to work but to get this informations, with all that information i could create the sell items shop for the player witch is dynamic the order of the shop is not involved, the player can buy and the order that's in the inventory will show so if item a is first to get in will be the first to show at the list, with the items bought the player was in need to equip those itens and like that the itens that was inside de inventory was in need to have a function so was created an UI and a few changes in inventory Ui and storage where the player can equip and unequip if the player sell the itens with the item equipped it will be removed from the inventory storage and the player sprite and was put 3 itens max to equip with that it was just clean the code the best i could with the time limit.