

## **How the system works**

I setted an inventory system using a List and make the outfits as scriptable objects. Then I created the shop system. The way it works is just if an outfit is bought then that outfit will be added inside the List. As for the sale it's vice versa. It removes the object from inside the list. A 'check' system is also added that tells if an outfit is being worn then it cannot be sold. It works by creating another array and checking if the outfit is inside the array. As for the outfit display itself a different animation with different sprites will play according to the item that is inside the array.

## **My thought process**

After knowing what the task is I immediately went to create an inventory system as it will be the foundation. After the most basic inventory system was added I tried to do the shop as well as the display for the outfits. After the basic shop was done i tried to make a more advanced behaviour. I made a function to check if an outfit is bought then it cannot be bought again until the outfit is sold. I also make a function to check if an outfit is currently being equipped then it cannot be sold. Then as for the display function, I thought of two ways. one to use a sprite mask and the other one to change the animation based on the equipped outfit. I choose the latter as not only is there no sprite that can be used to mask but I am also not very adept in sprite masking.

## **My own opinion**

Frankly speaking I think I could do a lot better. I feel like I've taken up too much time for something so little. Although it could do a lot better i'm quite satisfied on the product considering how much energy i wasted on this task.