This is my 300-word documentation for the Top-Down-Shop-Project.

1) How the system works:

a. Control player movements by (a, w, s, d) for (left, backward, forward, right).
b. Talk to the merchant by getting close to him or by clicking the area around him with left mouse button.
c. Open the shop by clicking the "green right mark in the dialogue".
d. Buy item from the shop by clicking on the plus button next to each item.
e. Sell item from the shop by clicking on the minus button next to each item.
f. You can see the price for each item under its icon.
g. To close the shop move away from the merchant or click on the home button at the bottom of the shop menu.
h. Open the inventory button by clicking on the three dashes button at the top right.
i. Choose which skin to wear from the inventory by clicking the big green button on each item.
j. You can see how many items you have from each item in the small gray box.
k. When you wear item, it reduces the amount of this item in the inventory and increases the previous item's amount in the inventory.
l. To close the inventory press on the home button at the bottom of the menu.
m. To close the game, press on the button with the door Icon on the top right.

2) My thoughts

I started thinking about the player movement at the beginning, then created the merchant trigger, then the menus UI and added the logic to it.

I think that so far I did well, as the requirements weren't so hard or complicated, I tried to use the best practice, organize and separate every component.