

### System Overview:

The shop mechanic operates within a larger system, incorporating a manager that stores information about the character, the shop, and relevant inventory details. This system ensures that the user's interactions with the shop are seamlessly integrated into the overall gameplay.

### Interacting with the Shop:

When the user approaches a shop, the manager loads the necessary information, including the character's details and the shop's inventory. This information exchange allows for a shopping experience tailored to available items in the shop.

### Shop Scene:

Upon interaction, the user is taken to a dedicated shop scene, reminiscent of popular simulation games like "The Sims." This scene serves as the visual representation of the shop and forms the backdrop for the user's shopping activities. Here, the user can explore, try on, buy, and sell clothes based on their preferences.

### Try-On Feature:

The try-on feature enables users to visually evaluate the appearance of various clothing items on their character. By selecting specific different items of clothing, users can see how they look on their character in real-time. This component helps the user choose by allowing users to experiment with different clothing combinations before making a purchase.

### Buy and Sell Functionality:

The shop mechanic provides users with the ability to purchase and sell clothes. Users can browse through the available inventory, select desired items, and complete the buying process within the shop scene. Additionally, the mechanic incorporates a selling functionality, enabling users to sell unwanted or unused items back to the shop.

### Conclusion:

Throughout the implementation of the shop mechanic I have demonstrated an understanding of the key components and functionality required to create an shopping experience. I have designed a system that seamlessly integrates the manager, shop scene, try-on feature, and buying/selling functionality.

In conclusion, I believe that the shop mechanic I have developed for this interview showcases my strong technical skills, creativity, and ability to design gameplay mechanics. I am confident that this system will provide an engaging and enjoyable shopping experience for users, and I look forward to hear your feedback on the project.