Hi,

Thank you again for the job opportunity. Here's how I worked on the prototype.

I started by thinking of all the features I wanted in the game:

-A shop
-Interactions with everything
-Harvest trees
-Destroy rocks
-Have some quests
-Being able to change your look at any time

I then started making the movement with a rendering by Y, when it was done I made a simple and captivating inventory system using a list of obtainable items.

The **shop** works by ID, each hat has an ID so the game knows if you have it or not.

I made a script to allow interactions with every elements in the game and give the player the opportunity to make different actions like :

-Saying something by seeing the elements on the game
-Getting a quest and complete it
-You can also break things
-And open the shop to buy outfits

This script could be very useful and optimized. I was really happy while doing it.

I used a plugin to save my character position.

I hope you will enjoy my work, and to finish I would say with more time I could easily work on the **inventory** to make something really **smooth** and **great**, with smarts slots, sorting features, and even craft. I love making inventory, I do not make shops often. That was a great experience and I really wanted to work more on it.

Thank you for your time,
Best regards.

Luis NIETO