

## BGS Task Review

The shop system is designed to facilitate the buying and selling of clothes. It works using lists containing available clothes and equipped clothes, allowing players to interact with the system by purchasing new items or selling theirs. In addition to the shop system there is a dialogue system that operates with scriptable objects containing the dialogue for the characters.

I decided to implement the MVC pattern because I needed the code to be both efficient and scalable. Additionally, I followed the SOLID principles to ensure that the system is extensible. I started with the basic, player movement and animations. Once I was satisfied with the movement and animations. I was focused on creating the shop and dialogue system and after finishing those systems, I implemented a way to earn coins to spend them in the shop.

The controls for interacting with the game are as follows:

- **WASD:** Movement.
- **E:** Interact.
- **Mouse Left Click:** Interact with UI elements and skip dialogue.
- **Escape:** Pause Menu.

In terms of my performance, I believe I effectively demonstrated my understanding of software design principles and my ability to apply them to real-world scenarios. By implementing the MVC pattern and adhering to SOLID principles, I created a flexible system that meets the requirements of the shop system while allowing for future expansion. However, I also acknowledge that there is always room for improvement, and I welcome any feedback for further refinement.