

I broke the task into smaller steps:

- 1) Implement the shop system. 3 containers: 1 for shop items, the other for cart items and the remaining one for the inventory items. They all need AddItem() and RemoveItem() so I made a Container class and all 3 of those implement it. Initially, an item is in a shop (they are populated from the list of item Scriptables in Shop that contains all info about the items), when a player clicks it, it gets added to the shop cart and a total price is displayed. If the player clicks "buy", the items go to the inventory. Later I added the 4th container for equipped items. The idea is the same.
- 2) Add some placeholders for the player and the shopkeeper and implement the interaction: the player walks to him, opens shop etc.
- 3) Get or make some assets for the game. The assets for the level: buildings, roads, playground and also the main menu UI are from Freepik. The sounds/music are from Freesound. The rest are made by me (player, shopkeeper, inventory/shop panels). For the player customization I had to use a rigged 2D character so I learned how to use 2D animation and how to rig a 2d model in Unity in one day (on the 14th of April) as I had never done it before. The walk animation isn't the best thing I have ever seen. But it's my first 2D animation so I'm pretty pleased with it.
- 4) Finally, added the main menu, DoTweens and fixed some bugs.
- 5) Realised you can't buy all items, I decided to add a money earning method: you go to the fountain area, play your ukulele and it gives you 10 coins every 5 seconds.

There are 2 shops in the scene. You cannot sell the items bought from one shop to the other shop.

I was thinking whether a bought item had to disappear from the shop or not but as it's a simulation, then I guess it makes sense to disappear like in real life.

Overall, I'm pleased with myself. That was quite an interesting task. I finished in 3 days, so pretty good. But there's always "could have done better".