Blue Gravity Task

System:
The game mechanics consist of the player moving around and interacting with the NPCs to buy new items(outfits). Once an item is purchased, it can be equipped or sell it back to the NPC. The player can equip more than one item but only one of each type can be used.

Process:
I started the process by, firstly, working on the player's movement to move the player around the scene. Next, I moved to the interaction between the player and NPC to open the NPC shop.

Once the interaction was done, I started to create some items objects with icons, names and prices to be displayed in the shop. Then I moved to create the Shop system to use the items I created and to display all item details inside the Shop UI and the Inventory system to hold the player items and display all item details inside the Inventory UI too. Next, I create the mechanics to buy the item and move it to the player inventory and to sell the item from the player inventory to the NPC.

The last mechanic was to allow the player to equip the item and display it on the player. To display correctly each item on each body part correctly, I separated the items by type. It would also prevent multiple items of the same type be equipped at the same time. If the player tries to equip an item and already has an item of the same type equipped, it will swap between them, unequipping the previous and equipping the new item.

Opinion:
For the task, I believe I did well completing the mechanics that were asked. I think the most challenging part was the swap between the item equipped and the new one, and at the same time keeping the Inventory UI updated, showing which item is equipped and not.
In the end, it fun task to make and hopefully it will suit with what was asked for.

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