Task Summary:

The shop I developed works like shops from games like Pokemon or Final Fantasy 6, in which the player has to speak to a clerk and a buy/sell prompt will appear and the player can select the interaction they want to partake in.

The shop I developed has the following characteristics:

- Buy from the Store: The player can buy a selection of clothes from the store as long as they have enough money in their wallet in order to do so if not they simply can't. The purchased clothes go into the player's inventory.

- Sell to the Store: The player can sell their clothes back to the store, sold clothes are removed from the inventory and the original price is given back to the player's wallet. The player is unable to sell the clothes they have currently equipped.

- The store uses ScriptableObjects as it's workflow, that way designers can create new clothes type items easily and programming-wise it's easier to use them as a template to fill other components with their variables.

Aside from the shop the player has a character they are able to move and it posses a inventory that they can toggle with the "E" key at any time (except when they are browsing the store) I went for a spatial UI style for the inventory because it seems comfortable and efficient for the player, since they can quickly browse the clothes they currently posses and with just a click the selected clothes immediately applies to the character so they can see what the outfit looks like in real time.

Areas for improvement:

- The inventory lacks a "highlight" Function, meaning once the player selects the clothes there's no indicator on the icon that shows that said clothes is currently selected.

- The movement of the character feels a bit "jittery" this could be because I modify the rigidbody velocity directly instead of adding forces which may result in a smoother character movement.