

I began with what was the most challenging for me, programming the real-time exchange between equipped elements. It took me much longer than the budgeted time, which I used to create multiple animations since I couldn't progress in the first aspect. However, once achieved, I created the scene, placed NPCs, decorated the place, assigned animations, added background music with sound effects, and started programming the dialogue boxes.

After this, I dedicated myself to creating and programming the user interface for different menus like buying, selling, equipment, etc. The programming of buying and selling was tough, especially because I had to consider that the purchased items were added to the inventory, while the sold items were exchanged for gold. I recommend playing it with music and sound effects for a greater immersion.

My main focus behind this task was to make something bigger than what was asked, and sadly it took me too much time to complete the whole task.

Unfortunately, in the end, when I was trying to fix a bug regarding the purchase of objects, I overlooked something crucial, and it ended up destabilizing the entire project. I apologize for the delay in the delivery.

The script copied were the BodyPartsManager and BodyPartsSelector. Also, for some reason, Unity didn't let me build my project.