

Item :

- Scriptable object that holds the item name, icon, price and sell value;

Inventory System:

- Revolves around singleton class Inventory which contains player coins and a list of items as well as the functions to add or remove items from the list, combined with an event callback to when an item is changed, we update the UI to add or remove the icons from the inventory UI;

Shop System:

- Revolves around Shop class which contains a list of the item shops, and verifies if the player has storage space or enough money to buy the item, when the UI icon button is clicked the item is added to the inventory and removed from the shop, using events as well to update it's UI and add the correct item to inventory;
- Shop and inventory UI opens and closes with ontrigger enter and exit from a collider before the counter, triggers merchant greeting and goodbye respectively.

Equip System:

- Using event system add the corresponding item clicked on inventory to respective body part of the player character when outside of the shop;

Player:

- Basic player movement script using rigidbody 2d velocity in fixed update with inputs from the keyboard in updated to determine move direction animated via spritesheet downloaded from <https://opengameart.org/content/lpc-medieval-fantasy-character-sprites>;

Tailor shop environment:

- Created tilemaps for floor and walls from tileset from <https://opengameart.org/content/lpc-tailor>;

Tailor NPC:

- Merchant prefab from unity asset store package <https://assetstore.unity.com/packages/2d/characters/miniature-army-2d-v-1-medieval-style-72935>;

All scripts were written during the task, I didn't utilize any pre written scripts.

I think I did okay, not nearly to the point I would have liked to achieve due to time(my fault, not because of deadline) and art assets limitations, unfortunately couldn't get a good result with the item animations so had to leave items as static sprites so couldn't deliver 100% ready but I still enjoyed a lot, as it had been a while that I cleared a Saturday night coding, so definitely a positive experience.

