

Thank you for this opportunity, it was a wonderful time!

All mechanics are written independently. Imported only art. (the only premade code is glowing runes on stone pillars, that was in prefab)

In this project I implement character movement with the keys, interaction with the shopkeeper by clicking. If the player is too far away, the seller tells them to get closer, if they are close enough, the store interface opens and the camera zooms in on the player. The buy buttons in the store are generated for each item placed as a child in the Store game object, and the sale buttons - for items in the Player's Equipment object. When purchased, items become child objects of the player and are displayed on the player. When sold, they are moved back to the Store. With each operation, the list of items and the money amount in the wallet are updated.

During the test, I tried to make a product with the simplest functionality, but well implemented and that looks good. Therefore, it took enough time to select materials and think about the concept of the shop. The basic organization seems pretty elegant to me, although I only understand at the end that the distance between the buttons in the ShopUI can be displayed differently on different screens. In the extra time this could be reworked, also adding more pages for more items and different categories; separately the equipment of the player by slots and inventory; selling price different from the purchase price; animation and sound effects.

It seems to me that time flies very quickly, especially from the beginning of war, but I'm done in 84 hours. And I even added birds singing :)

I will be very grateful for any of your opinions about my work!