

## Documentation

The system is composed by a playercontroller script that manages the character movement as well the animations for the base character and the items (clothes, hat and hair) it might be wearing. Also the game manager script controls the player gold, and has the functions to buy and sell itens and it calls the UI manager to update the gold on the UI whenever the player gets more gold, or loses gold (by buying an item). The shopkeeper is an interactable object that lets you open the shop window once you get close enough, and in the shop window the player can buy itens with the gold collected from the scene, and once an item is bought the player starts wearing it and can sell it again to get the money back. Once the player buys an item, it activates the object that has the animations for that item, and adds it to the playercontroller's list of animations so it can control this new item and make it animate simultaneously with the base character animation and other item animations the player has equipped.

My thought process was linear, I separated everything that needed to be done and started doing those things one by one, starting from the player movement and collecting coins that are more simple tasks, to the not so simple system of equipping itens and dealing with the animations.

Overall I think my performance was good, as I finished the project quickly enough, and without bugs (as far as my testing is concerned). With more time I could have made a more complex system and better UI, but with the timetable I was working with it, it came out as good as expected, and I can say I'm proud of the result. I hope your evaluation will show that it is a good work.