Shop system

➔ Shop inside: Detects if the player is inside the shop:
  - ○ TileSetsToFade: The list of tilemaps that will fade when the player is inside.
  - ○ ShopName: The displayed name at the "Welcome UI".
➔ Shop Area: Just like real life, the things in a shop are distributed in isles, opens the current shop UI when the player interacts with this area.
  - ○ InventoryPath: the shop inventory is retrieved from a .json file at "Resources/JSON/ShopAreas/[path]".
  - ○ ShopName: The displayed name at the Current shop UI.
➔ Cashier: Detects if the player is nearby and enables the buy button on the shopping cart. (Interacting with the cashier will also open the cart UI)
➔ DresserArea: If the player is inside, display the Change clothes UI.
➔ Theft Block: Detects if the player is leaving without paying the items.
  - ○ If the player tries to leave, an alarm will start to sound
    - ▪ If returned, the alarm will stop as nothing happened
    - ▪ If proceeded to leave, all items on the cart will be stolen
➔ UI:
  - ○ CashUI: Displays player`s current money
  - ○ PauseUI: Options, instructions, change gender…
  - ○ InventoryUI: Displays all items inside the player`s inventory, the backpack has a limit of 30 items.
  - ○ ShoppingUI: All the shopping actions are done here
    - ▪ ShoppingCartButton: Shown when the ShoppingUI is active, clicking on it will open the ShoppingCartUI.
    - ▪ ShoppingCartUI: All items the player is trying to buy.
    - ▪ ShoppingWindow: Open the interacted Shop Area list.
  - ○ ChangeClothesUI: Where the player can change clothes
    - ▪ AvailableClothes: Filtered list of all clothes (gender filtered)
    - ▪ ClothingStyle: List of all equipped clothes
      - • Layer: Change the order where the clothing will be rendered (slightly changing the z value)
    - ▪ Double click: transfer item
  - ○ WelcomeUI: Shows the shop's name.