When you enter the game you will be at the center of the village (this village is from a tileset that I made for a previous project, using tiles from sprites that I made or bought the license to use). You can walk using 'W', 'A', 'S', 'D' buttons and to interact with the world you can press the button 'E'. In front of you there will be a Vendor, when you talk to them, they will talk a little about themself and sell or buy outfits to the player. At the right of the Vendor there will be a Wardrobe, where the player can change their outfit. That 's it :).

First of all I started doing the art for the characters and the outfits that they'll use. Then, I imported everything that is related to the art of the game and placed it in the game (I used the softwares "Aseprite", "Tiled" and "SuperTiled2Unity" for making and importing the sprites). After that, I created, designed the UI and implemented the functionalities, at first, for buying outfits. Then for selling outfits and last for changing it. And to finish I created a simple dialogue for the Vendor using the software "Yarn Spinner".

To be honest I'm impressed with what I did in the short time that I had. I've never done a system like this before (buying, selling and changing outfits). There are some things that I'd like to have done, like scene transition, start menu, different types of garment and a different level, but I don't have time left to do,'cause of external reasons. So, yeah, I'm happy that it worked out fine. And I had so much fun doing it. Thank you for the opportunity.
Obs.: you can close the game with "Alt + F4" haha.