

**Explaining the system:**

The System Input was using the Unity Input Actions.

The Shop System was designed in a way that would make it easy to add more Shop in the game;

The Player 'Selling Shop' was intended to Sell 'any item in their inventory' (that can be sold);

The Items were designed with a virtual Function (ItemEffect) to Override explicit Items that can be Potions, Equipment, etc.

I could explain better, but it's really hard with a 300-word document.