Project Name: Test task for Blue Gravity Studios

Introduction
The est task for Blue Gravity Studios is a little game developed in Unity where you discover that big world and communicate with shopkeepers for buying/selling items, changing clothes in the dressing room, and changing clothes in real-time using a special window.

Table of Contents
1) Installation
2) Gameplay Mechanics
3) Code Structure
4) Asset Management
5) Troubleshooting and FAQs

1. Installation
Prerequisites
1. Unity version 2021.3.2f1
2. System requirements: Windows 10, macOS 10.14+, or Linux
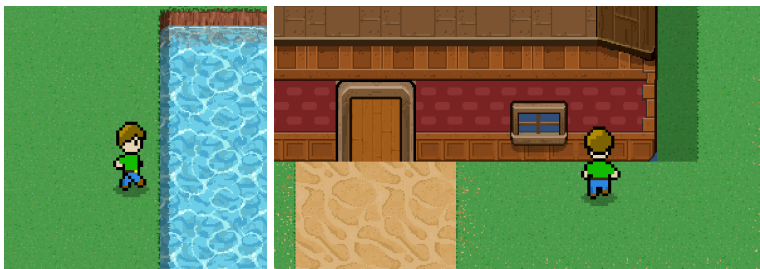
2. Gameplay Mechanics
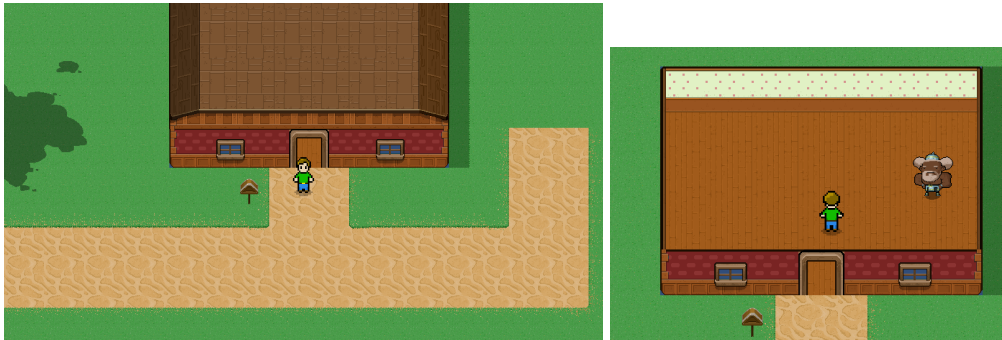Test task for Blue Gravity Studios offers the following gameplay mechanics:

Controls
Use the arrow keys or WASD to move the player.

Interacting
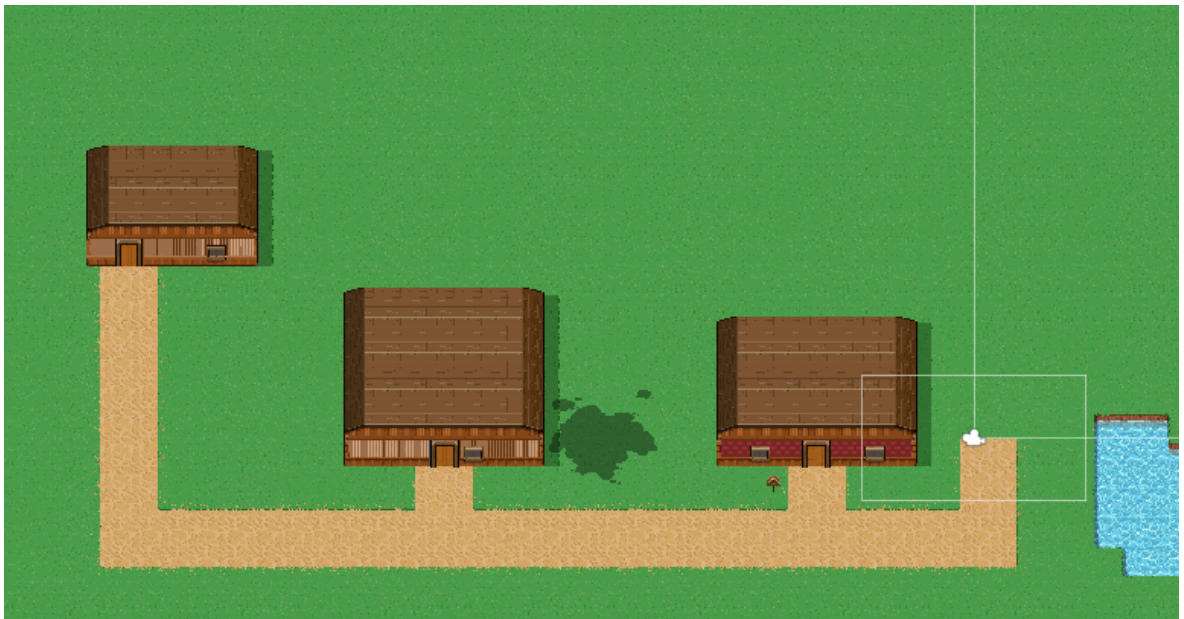1. You can't walk through walls and on the water

2. When you come inside the house, the house's roof becomes transparent.

Shop system

The game has 3 kinds of building
- SHOP
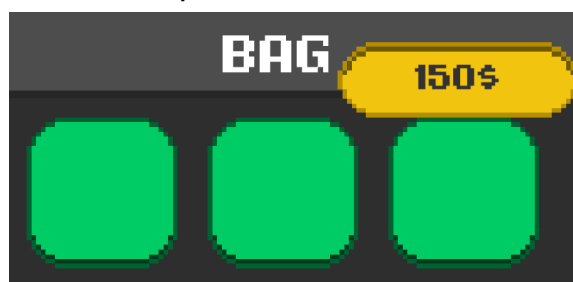- Real-time changing room
- Dressing room
- (From right to left)

SHOP

You can Buy or sell items, it will be instance on your bag, and the money count also changes

When you sell items it disappears from your bag and the seller gives you half of the price.
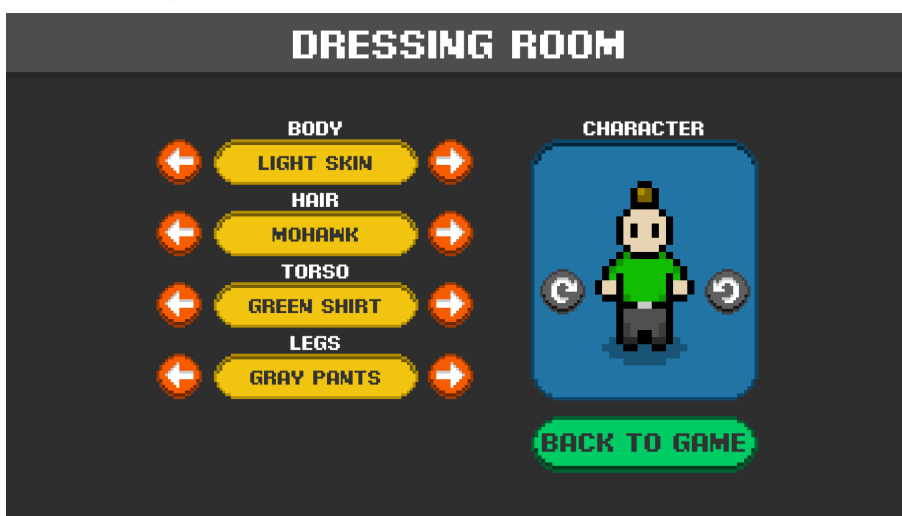

When you have an item, you can equip it in one of the next houses.

Real-time window

Dressing room

you can rotate your character using arrows and change clothes(if you have it in your bag)

CHARACTER

CHARACTER

CHARACTER