

# Shop Simulation

## Player Controller:

First of all I created the player controller which is a basic movement script and the player states are being controlled using blend tree.

## Environment:

The environment is a very basic one made using the unity tile map system.

## Camera Controller:

The camera controller basically lerp to the position of the player in the late update function

## Shop System:

The shop system has been put together using scriptable objects.

1. A scriptable object to represent a buyable item.
2. A scriptable object which is a master list of all buyable items.
3. A scriptable object which is a master list of all the items in the player inventory.

So the UI is being filled with items (objects) being read from the master list. Each item has a use, buy and sell button. As clear from the clear of each button the buy button basically buys the item, sells button sells it back and use button equips it,

Currently the player will equip a sprite which is child of the player game object.

## How I Did:

In my opinion I could have done much better, and the current shop system has minor bugs. It's usable but it could have been improved in terms of the architecture and how different scripts are interacting with each other.

## How to play:

Go to the sign board and a shop panel will be displayed automatically.