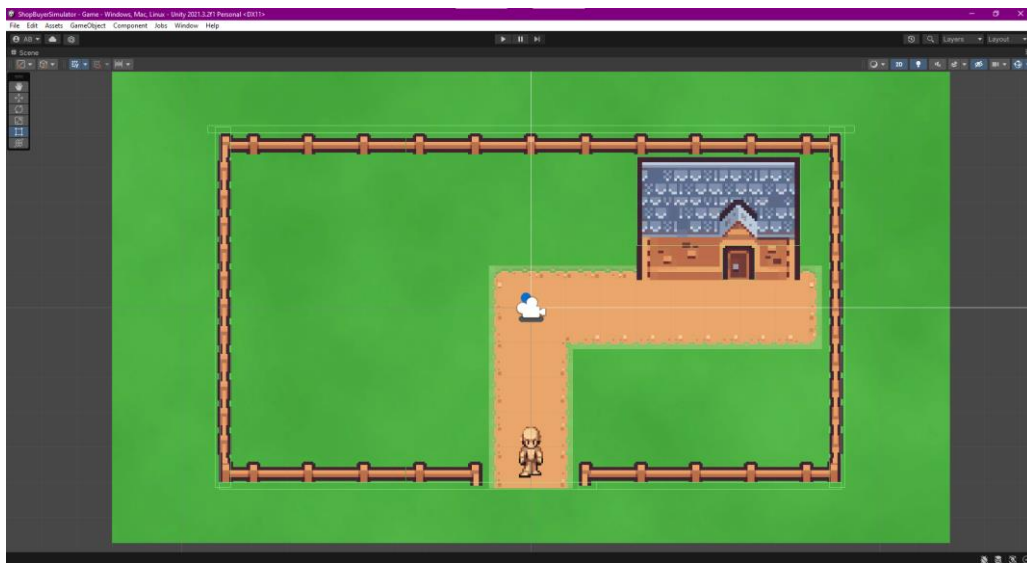


Controls:

- Move Character - WASD or keyboard arrows;
- Open Inventory – TAB
- Interact – Enter
- Buy/Sell/Equip – Mouse

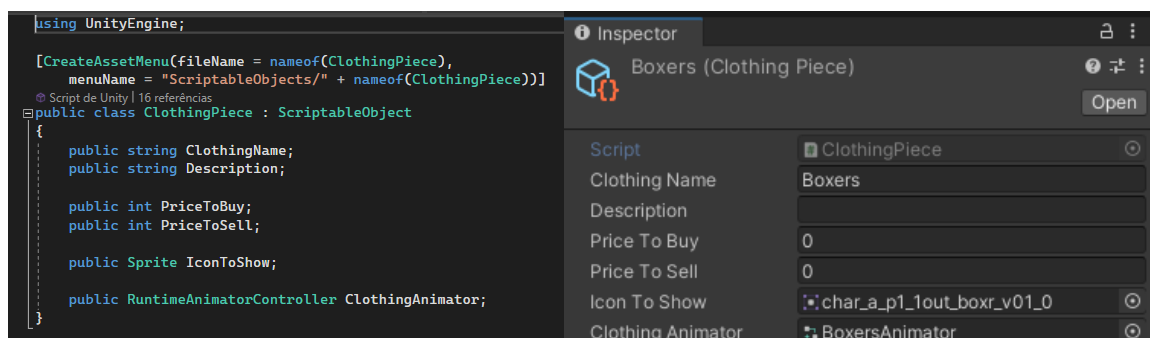
Development Process:

The first step in solving the tasks I was given was analyzing what elements were needed in the game. First, I needed to create the movement for the player and add the ability for him to interact with the environment so I created a Scene where he would walk around and interact with the door of a shop so that he could enter it.



The next step was to create items that the player could buy, sell, and equip so to save time, the shop was going to be a clothing shop. One thing that I was always following was to make things simple and dynamic so that everyone that was working on the project could make any sort of change or addition without any difficulty.

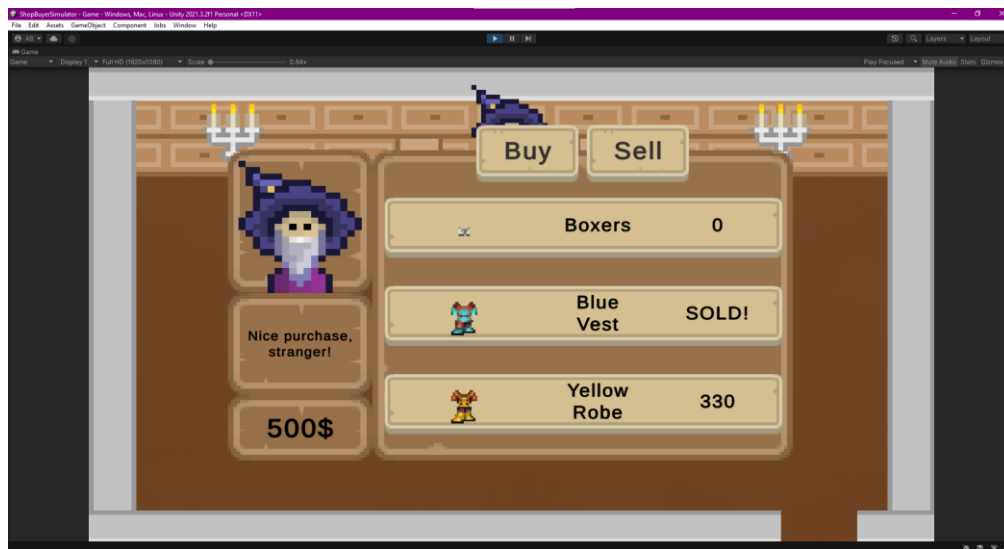
With that in mind, I decided to make the items using ScriptableObjects as they were easy to create and could save any sort of data which could later be passed to an object.



After that, I began creating the Seller by adding an object the player could interact and it would open a menu with the items the player could buy. I made a system where you could save a list of items and

the UI would generate each item when you opened the menu to have multiple Sellers in the same Scene but with different items appearing in the menu.

The Seller would react to every action the player made in the menu, and he has the ability to check if a player already bought an item so it won't sell it again unless the player sells the item back



The final task was to create a way for the player to save the items they bought so for that I created an inventory menu where the player could see all the items they bought and equip each of the clothes they bought.

The player can only equip one item at a time and because of that, I've made it so that if the player tries to equip an item while the other is already equipped, it will switch between each other. The player can also unequip items and that is important because the Seller will check if the player doesn't have the item equipped if he tries to sell it back.

