

First of all, I limited the playing field.

Added a character.

To interact with the environment, I made it possible to activate the candles on the pentagram.

Added a store that opens when you enter the trigger.

The store added two products and the ability to purchase.

Not having enough time, I completed tasks according to the minimum bar, but still did not have time to implement the inventory. And unfortunately, I did not have time to set up the system so that the purchased item would be activated on the character. I did not want to take ready-made solutions from the Internet, so I tried to make my own, but did not succeed.

Further, according to the plan, I had to make sure that the purchased item was put on the character. When buying an item, its icon should disappear from the store. And the creation of inventory, with the ability to put on and take off items