

WASD or arrow keys for movement.

To interact with the shopkeeper (he is just below the character) you have to approach him until he's highlighted, then click him and the UI will appear to open the shop menu. I took this behavior watching the videos of LSW.

In the left part of the UI will be the preview of the character who is updating in real time to see the outfits that he's wearing. To the right of the preview are the buttons to choose the type of clothes that you want to sell/buy/equip. Selecting one of them will show you the clothes available for purchase in the shop in the upper right corner of the UI and the clothes you own at the bottom right corner in the section called Wardrobe.

To purchase one piece just click an item in the Buy Item section, will appear the price and the button to confirm the transaction. The Buy button will be disabled if you don't have the money to purchase the selected item.

To sell one of your clothes, select it from the Wardrobe section and the options will appear. Click the Sell button to recover the money and the item will appear in the Sell section as well disappear in the Wardrobe section.

To equip clothes, select it in the wardrobe section, then click on the Equip button just appeared. The character and the preview model will visually equip the selected clothes. The old clothes will appear in the Wardrobe section.

In the folder hierarchy I put the tileset package under the Art folder. All the scripts under the Scripts folder were made by me for this occasion. As you may notice I used a lot of scriptable objects to maintain things isolated. Also made the icons in gimp. For the character and the shopkeeper I used a premade asset as well.

The executable is under the Build folder.

Thanks for the opportunity, it's been quite fun to do the task. Hope to hear from you soon.

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