Here is a breakdown of my working process:

1) Main Menu and Initial Setup: The project's journey began with a user-friendly main menu UI. Simple yet effective fade animations were incorporated to enhance visual appeal. I also dedicated time to source background and button click sounds to provide a better user experience.

2) Game Scene Development: Moving forward, I transitioned into crafting the game scene itself. Using tilemaps, I designed the game environment, including elements like flowers, rocks, and ground textures. This phase was crucial in establishing the game's aesthetic and setting the stage for player engagement.

3) Player Mechanics and Interactions: With the game scene in place, I shifted focus to player mechanics. Implementing player movement and interactions, particularly with in-game elements like chests and coins. Breaking chests is only way to make money in the game. This ensured that players could navigate and engage with the virtual 2D world effectively.

4) In-Game UI Design: As the project continued to evolve, I delved into the creation of in-game UI elements. These interfaces were essential for displaying critical information to players, such as their inventory.

5) Shop, Merchant, and Inventory Systems: The final and most challenging phase of the project was the implementation of shop, merchant, and player inventory systems. To streamline these operations, I conceptualized and developed a Container class. This class served as the foundation for all three containers, providing a consistent framework with essential functions for adding and removing items. Initially, the shop's inventory was populated using a comprehensive list of item Scriptables stored within the Shop.

To sum up my experiene, it was really fun. I enjoyed every moment of it. I think for the period of 2 days, result is pretty good. However, there's always room for improvement. I would definetly add Tutorial and change the way user gets money.