During this interview task my first thought was "Ok, I have the instructions, How am I going to structure the different parts of the shop". So I divided all the requirements on smaller task like the buying items part, I separate it into three main parts:

- A Fitting room where the player can try the Items and add them to a cart
- A buying panel where all the clothes in the cart are displayed and the player can buy them if they have the money.
- And a selling panel where the player can sell the items in their inventory

Those were the main parts but all of these have smaller sections like "What if the player buys the same type of clothes multiple times", so I added an inventory where the player can equip the different items.

The player also had to interact with the shopkeeper so I make that the player have to get close with the NPC and click it to interact with it


For all the items and some data I use Scriptable Objects for the versatility and it makes it easier to setup data for the shop

Inside the fitting room the player have access to all the items in the store, can filter them by type and try them out before adding the item to the cart

Then you can go to the buy panel and see all your items in the cart with the total price and you current money
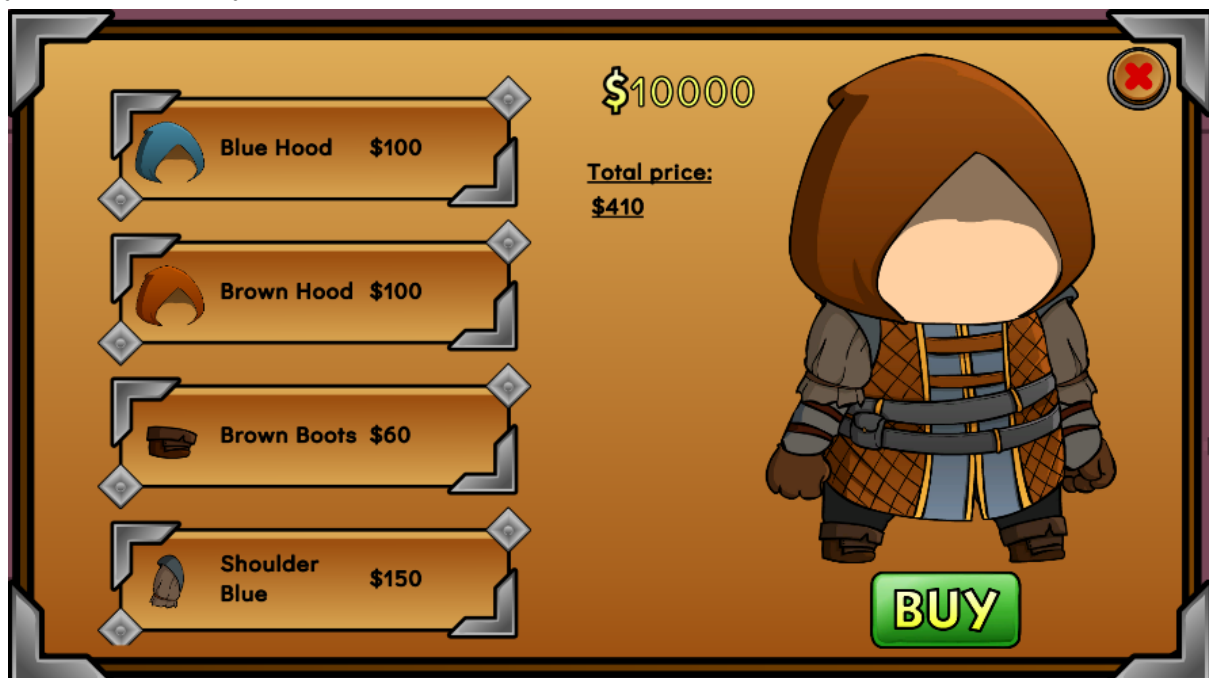
If you want to sell your items you can open the sell panel

And if you want to see your items you can open your inventory and equip the items

I felt pretty comfortable during the task because I was able to structure everything as I like it and the result was pretty good