

I made all the scripts from scratch and here is what i made, i used pre-made art, none of the arts are mine:

I started the task with 3 scripts that I had in mind. I made the ItemDatabase as a Scriptable Object to hold the sprite, prices, id and name. I made this way to be easy to create several different items. It's a quick way to make it like this.

The Item script is a monobehaviour to hold function and the itemDatabase, it's the main script for all the items, it have funcion to enable to buy or sell.

InventorySystem was the third one, I started making all the previews and buttons to equip the outfits, making sure that it would work changing at the preview and the player, when everything was working at basic I moved to make the store work.

When the Inventory system was working i started to make the shop system to integrate with the inventory, i made the way where the player can buy the item and sell, if them bought any item, the inventory will check later to make sure that it will be interactable to change the outfits, if the player sell the item, it will be disabled.

The Game Events works as a custom event listener to make easy to communicate with the other scripts when some events occur, it hold the events OnBuyItem, OnSellItem, OnOpenSellStore, OnOpenBuyItem, i use this events to make the inventory and the shop work together without needing any reference of them and i can use this events at other scripts if some new script need to work when some of this events occur.

Doing this whole task was not very difficult, the programming part was interesting to make and i had a few ideas in mind when i read the task, my only problem was with the art part o the task, i didn't had a lot of asset to use and i don't do art so i used the basic assets that were recommended and a UI asset that i found.