

First of all, I started working on the shop system and items. Items are presented with a scriptable object, which has their description and id, for example Hat id 0, Hat id 1, Hat id 2, and this set above all others - 2.Masks 3.Armor and 4. Pants . all of them have their Id number , name, price, sell price and icon(which is sprite). After that I started to work in a shop and put all the examples of scriptable object items in the shop inventory which is a list of items. Then I started work on shop UI and started player inventory. Same as the shop I created an inventory system but there are too many details for it(for example in inventory buttons are instantiated from shop items). After that my goal was to buy items from the shop and put them in my inventory. I use event actions with buttons, on the shop item click, this item has to be displayed on my inventory, for that I created a list of scriptable objects for inventory and with the Add method list was filled every buy event . So I finished buying the system.

After that I started the selling system and as well as buying when you entered the shop you can sell your items and the inventory button will be deleted, also item and your money will increase. After that, when I finished buying/selling the system, I started work on equipping items and I made it with inventory>button>item>serial number. I split equipped with 4 slots. 1.Hood 2.Armor 3.Mask 4.Pants . So I created logic like that - if the inventory button click invoked index was in 1-4 range this item would go on 1Hood slot if invoked index was 5-9 this item go on 2 Armor slot. So if on inventory armor click which id is 3 > this button will invoke index 3 and one observer will take this index and decide where to put the item. And other observers will take this index also which knows on inventory items find invoked index number and compare inventory list items id index and will equip items.

Finally I created a movement system which is based on horizontal and vertical inputs and used "Rigidbody2d" for movement. I took assets which were sent by you Rogue character.

Sorry for the delay, but I worked in the shop system and equipment/equipment for the first time, so it took me a long time to think about it.

Thank you, and I hope you like it and we will continue to work together in the future. I learned a lot during my work, which means a lot to me.