For the player movement I decided to go in a classic movement type remembering a little old gameboy games, that you can only move 4 ways. This decision was made for time optimisation, since time was Short and I think movement was not a priority for this Task.

for entering the shopping screen, you just need to get closer to the shopper.

The shopping and Inventory are based on scriptable objects, where we have a master class Item, a children class name equipable itens and an armorItem class and a helmetItem class. This was made having in mind future upgrades, like potions, ingredients and food itens.

Almost every variable in the code is private and have Getters and setters when necessary. For code Protection.

I think that I was able to make a good and expandable code for the short time that I was given. But did not made a nice UI and Level, since my priority was in the code.