The first problem I solved was the issue of assets. I had no images to represent the scenario of the activity. So, I took some assets from some kits I already had from the Unity Asset Store:

• 2D Casual UI, by MiMU STUDIO, available at https://assetstore.unity.com/packages/2d/gui/icons/2d-casual-ui-hd-82080

• easy UI emerald – default, by astr999, available at

https://assetstore.unity.com/packages/2d/gui/icons/easy-ui-emerald-default112796

I also used the assets for the character from Kenney (https://www.kenney.nl/) , the assets are called Modular Characters. I edited the character on Photoshop, after that I import to Unity and make the structure for the shirt change.

Having decided how to change clothes, I needed to create the graphical interface that would allow me to interact with the character. Added a panel showing the clothes options that the player can buy. I also set up a button where the player can press whenever they want to sell their clothes, unless the player is wearing the initial shirt. The initial shirt cannot be sold.

The next step was then to unite the two functionalities, changing clothes with the buttons present in the store. By clicking on the clothes, the player character changes clothes right away.

The last step was to implement the functionality related to the player's money, which, when buying an outfit, should decrease his money and when selling an outfit, he should increase his money.

At the end of the project, I felt satisfied with the result achieved and I believe that there is a stable version with the functionalities requested by the task.