

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 Customizable Characters, de Daniel Thomas, disponível em <https://assetstore.unity.com/packages/2d/characters/2d-customizable-characters-222537>
- 2D Hand Painted Tilesets BUNDLE, de Daniel Thomas, disponível em <https://assetstore.unity.com/packages/2d/environments/2d-hand-painted-tilesets-bundle-175058>
- GUI PRO Kit - Casual Game, de Layer Lab, disponível em <https://assetstore.unity.com/packages/2d/gui/gui-pro-kit-casual-game-176695>
- easy UI emerald – default, de astr999, disponível em <https://assetstore.unity.com/packages/2d/gui/icons/easy-ui-emerald-default-112796>
- simple icon pastel tone, de astr999, disponível em <https://assetstore.unity.com/packages/2d/gui/icons/simple-icon-pastel-tone-107568>

Using the Customizable Characters kit, I was able to easily have a character that I could exchange items such as clothes, which was the main part of creating a clothing store. Thus, I created a structure that allowed me to interact with this kit and change clothes while maintaining the animation and configuration of the player's character.

Having decided how to change clothes, I needed to create the saleswoman and the graphical interface that would allow me to interact with the character. Added a button, which appears whenever the user enters a radius close to the seller and disappears whenever the user moves away. I also set up the structure of the text box in which the player can choose whether to buy or sell, so soon after the graphical interface of the store with the items appears to the user.

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.