The system controls are with the AWSD and arrow buttons to move the character player. There are two buttons on the screen: the button Exit exits the system; the Button Inventory shows the inventory table on the screen's right side. The Inventory button also closes the inventory table when it is on screen. The left upper screen corner shows how much money the player has in the pocket to buy items.

The inventory table shows all the clothing icons the player has. To change to any clothing, the player needs to click over the clothing icon wanted, and the character is updated. The inventory table can be closed by clicking over the Inventory button or the button with "X" in the right upper corner.

In the scene, there is a store with a seller. When the mouse hovers over the seller, appear a bubble with the text "click to buy and sell clothes". Clicking over the seller, appear the store table, showing all the clothes available to the player character wears, with its price and action that will occur when clicking on it, showing the text "Buy" to buy, or the text "Sell" to sell. When clicking on an icon, the system will buy or sell the clothing; it will only buy if the player has enough money to buy it, and if the player already has the clothing, the player will sell it, and it will add money to the pocket. The store table only closes when pressing the "X" button.

During the development process, I was thinking to develop a generic system that permits to diversify of the items that can be used by the player, like shoes or gloves with different styles or colors in each foot or hand, or expanding to add hair, eyes, noses, mouths and so on. All the code and assets were developed in these four days, and I tried to reuse as much as possible code.

In my opinion, I was well developing the system, I create all the code and assets as well as the characters' animations. I couldn't develop everything the thing I thought, but I developed as easily as possible to add new functionalities. In the final hours, I revised all the code, commenting, improving, and deleting unnecessary code.