

How the system works:

First, when the player went to the shop, the ShopTrigger script's OnTriggerEvent2D got called, it notified the Shop script and sent the customer data(IShopCustomer instance) to the shop. Next, the Shop initialized, and each items got its own buy button. If the player/customer press on a button to buy an item, the IShopCustomer BuyItem() will be called to check whether the customer has enough gold to buy the item or not, if false, it will return, and and the shop will display a message, if true, the customer's gold will be decreased and the customer will be received the item. After that, the shop will remove the item from the shelf.

How well I think I did:

I'd say this is around 7 or 8 out of 10.