I made this project in a way where you could easily expand and add new features, using prefabs and scriptable objects. My goal was to simulate a real game, with gold, an inventory and a clothing system working as expected. Unfortunately, my daughter (a toddler) got sick and I was not able to finish my project. But, here's my explanation of what I've done.

I used DOTween for UI animation. Besides that, I made all the scripts.

Inventory
The system is based on scriptable objects. You can create an ItemData and fill common info about items, like name, description and icon. If you create a equipable item, you can assign a BodyPartData, another ScriptableObject with all the information needed for the clothing and animation system to work.
You can delete, move, stack and equip (some) items.

Clothing and Animation
The character body is separated in parts: Head, Torso, Hands, Legs. For the clothing system, you can equip a wig (hair), a hat, a shirt and pants. When you assign the BodyPartData to the script BodyPartAnimation, it will place, color and animate each part individually, whether is a piece of clothing or a different body part sprite. It is super easy to create new body parts or items to equip.

Shop and Interaction
I started the shop system with the UI which was supposed to be similar to the inventory. The idea was to have the items on the left and the basket on the right side. The space available in the basket was going to be dynamic, related to the available space on inventory. The items have prices, and the player has gold. I just have to call an event.

Aesthetics
For this project I used an Asset Pack I bought a long time ago for a custom pixel art farming game. I tried to make something similar to stardew valley. I even made a custom hat and changed the color of the sprites to white (to be able to change colors). The goal was to place some BGM, SFX, different tiles and Buildings and even a custom cursor.

My thoughts
I think I could have done better if I had more time and the right assets I needed to make the game even more complete. I started with the movement, clothing, gold, level and inventory, in this order, because I thought that this was the basis of the project. Then I made the shopping and the NPC interaction system.

I could have managed my time better and at least finished the shop in a functional early. And then I could have done more visual effects, tiles and sounds for the game.