

The cloth shop features a top-down view, offering players a seamless shopping experience within the game world.

#### 1. Instructions:

- Navigate your character using the arrow keys or WASD keys.
- Access your inventory by pressing the 'I' key.
- Interact with items in the inventory by clicking on their buttons.
- Open the pause menu by pressing the 'ESC' key.

#### 2. Play Loop:

Approach the shopkeeper to initiate the shop and inventory interface. Click on item buttons to make purchases or sell items. Use the 'I' key away from the shopkeeper to access the inventory window and equip outfits.

#### 3. Thought Process:

My approach began with thorough research to understand the requirements and design principles. Next, I focused on implementing basic character movement and animations to establish a foundation. Then, I integrated UI elements to facilitate the buy and equip systems. Subsequently, I developed the inventory system to enable outfit changes and item selling. Finally, I conducted refactoring and rigorous testing to ensure smooth functionality.

#### 4. Personal Assessment:

This task presented a significant challenge that initially appeared straightforward. However, with each new feature added, I encountered the need to revise and optimize existing systems to align with the new additions. Despite the complexities, achieving successful implementation of new features brought immense satisfaction. As someone with a penchant for perfectionism, I dedicated considerable time to sourcing appropriate free assets and crafting the game environment. While I may not be a game designer or artist by trade, I found the process enjoyable. In summary, I am pleased with the outcome and eager to continue refining and expanding upon the project, albeit within the constraints of the allotted time frame.