1. There are quite a few clean things that can help with optimization.
   1. Reduction of some variables in favor of extensions
   2. Could combine loops for bots and items in some places.
   3. Optimize for references for unit test.
2. Spent about 10 hours on this solution. Phase 1-2 only took about a of couple hours. The optional stuff is where I took most of the time primarily dependency injects probably spent 6 hours on that.
3. The dependency injection took most of the time. First time using Zenject and using them.
4. Thigs I would add:
   1. Unit test
   2. Better closet functions.
   3. Read/Write for player.
   4. Better scene/hierarchy setup