Good afternoon,

I came to present a little of what was done.

1. At the beginning of the project I focused more on movement (W, A, S, D keys)and interaction with objects, the player can interact with the tree and the chest (mouse click).

- ObjectInteract is the abstract class that can be extended to all objects, such as the tree and the chest.

2. Next, I focused on the objects stored in the inventory and their movement within the inventory that the person can take and place anywhere on the list. The player can press the "I" and "Q" keys to open the inventory and shop container.

- Inventory objects are stored in a ScriptableObject and all objects extend from ScriptableObject for future changes by other people on the team.

3. Next, I focused on purchasing clothes, the person can preview how the clothes will look on the player and then buy them.

- A separate camera that can view separate previews.

4. Next, I animated the outfit with the player and then, after the player buys the item, the item appears in the inventory and when double-clicking on the toolbar the clothes are attached to the player.

- Clothing animation follows the player, using Sprite Library Assets.

I used some design patterns such as Singleton, Observer, and Factory.

Obs: I found some bugs that are easy to change. For example, stop the player from moving when the inventory/shop is opened. The preview câmera is a different player and could use the same. And after I built the game not have an exit button or command (Ctrl+F4).

That's it, the game is short enough to show the main interactions.

And I really want to know your opinion and what can I improve.

Thank you and Merry Christmas.

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