The game was designed with the intention of reusing some of its systems for similar operations. The character visualization UI is the same for the inventory operation and shopping operation. The shopping operation uses most of the code from the inventory operation, with some extra content to allow for buying and selling, rather than saving the desired outfit.

The inventory system is very similar to one I designed for the current project I am working on. Also, the character state machine is largely based on the design used in the same project as above.

A timer system was implemented using pre-written code (Timer, TimerMonoBehaviour and ShowOnlyAttribute)