

My shop system contains 2 objects: the player inventory(PlayerInventory.cs) and the shop(Shop.cs). When the player purchases an item, the BuyItem function in the Shop script is called. It first checks whether the player has enough coins or not by calling the PlayerInventory's CanAfford() function, if the player has enough gold, the PlayerInventory will add the item to the inventory, reduce the player's coins, and the shop will remove the item from the item list. When the player sells an item in the inventory, it will first check if the item is equipped or not, if it is, then unequip it, then remove it from the inventory, increase the player coins by the item's resell price, then notify the shop to add the item to its item list by calling the CustomerSellItem function.

The InventoryUI.cs script is used to manage inventory items' UI and the ItemsContainerUI.cs is used to manage shop items' UI.

My personal assessment of my performance would be around 6 or 7 out of 10.