

I made a 3D scenario with a character that can walk, interact with NPCs that has a dialogue and an option to open his store to buy or sell something to him, the interaction can start pressing Spacebar key when the player is inside the NPC collider, then a dialogue box goes to the middle of the screen and it starts typing the dialogue that the NPC has, in the end of the dialogue two buttons are shown for the player to choose if he opens the store or not, the store has categories that would have different items to buy in each category and the items that the NPC sells are instantiated in the beginning of the game, it refreshes when a item is bought or sold and also refreshes the inventory screen automatically when an item is bought/sold, so when the player hit "I" key to open the inventory it shows correctly the items that the player has at the moment, and in the inventory it also shows the equipment that the player is using, so when he click to equip an item his equipment is updated, I added some feedback for the player to understand what is going on in the game like when he can interact with a NPC a green circle is enabled or in the inventory when an item is equipped it shows a green text in the top of the item, I also added simple colliders in all objects to make it more realistic and added a dead zone colliders to make the player stay in the place that he has to. I think that I did well, I could make more things but I had poor assets and not much time, I was thinking about the other categories of items that I could make the player wear/use but in the end decided to use only 1 to not delay too much the task.