Hello, Mervan Dazdarevic writing:

Step 1:

The first thing I did was plan the steps for the initial segments of the game.
By that, I mean importing assets and other things that I needed right from the start.
I had a sketch of how the initial elements should look in a 2D RPG game.

Step 2:

I immediately organized the project, creating separate folders to contain various things like scenes, scripts, etc.
After importing the assets and compressing them, I started positioning certain UI elements
as well as the player character in the first scene, which I named 'Gameplay'. It went well, and I created prefabs from certain game objects.

Step 3:

I began coding the first effects I needed, such as player movement and scene loading.
Once that was successfully implemented, I could move the player to another scene, which I named "MainScene."
The main action took place in the second scene, and I also put a lot of effort into designing the scene itself since it was much larger than the first.

Step 4:

After implementing the design of the second scene, I started coding the main effect,
which was the Shop. It involved the interaction between the player and the seller, as well as the option to buy and sell items.
I dedicated significant effort to coding six scripts that comprised the buying and selling system.
These scripts included three managers: one for buying, one for selling, and one for managing money.
Additionally, there were two scripts for button information and one script for managing panels that were activated and deactivated as needed.

Step 5:

After encountering numerous bugs and errors while programming and designing the Shop system, I mainly focused on resolving the issues and optimizing the game to ensure logical outcomes in various situations, in order to bring the development project to a close.

Step 6:

I exported the game and created an executable file to make it easier to test and play.

Best regards,
Mervan Dazdarevic