Input

The project uses the new Input System using the UnityEvents mode

Interaction

The Interaction System works with the `Interactor.cs` class and the `IInteractable` interface. The Interactor class simply calls the `Interact()` method of the class implementing the `IInteractable`

Inventory

The Inventory System works in a MVP (Model-View-Presenter) system with the `Inventory` class working as Model, the `InventoryUI` class as Presenter and the UI elements as the View. The inventory is also splitted in Equipment Slots and the BagUI. The reason is that the shop also has the bag part of inventory.

Shop

The Shop System uses the Shopkeeper interaction to open the UI. The system also uses a MVP with `Shop` class as Model, `ShopUI` as Presenter and the UI elements as View. In this case, the shop has a bag to show the items that the player owns and the ones the player buys in real time.

Items

The items are formed by prefabs to spawn them and the ScriptableObjects used to shop and inventory store their datas.

The code organization follows as much as possible the the Observer pattern taking advantage of C# events to this, except when it comes to the UI elements.

The game is using tilemaps that were imported from another project. Probably this is causing a visual bug that is rendering the joint of tiles. The tilmap package was imported to fix, but with no effect.

Further Actions:

- Add unequip feature
- Add gold amount to Shop Bag
- Create more items
- Solve the tilemap visual bug