First it was necessary to find some good sprites that have relation in art style, not just for Characters but also for the User Interface. As the character was made up of different body parts, it was necessary to put them together inside a Game Object. Furthermore, it was built in his four looking directions (up, down, right, and left). It has also been animated using a BlendTree to move in every look direction combined with the code that takes care of enabling and disabling every character move direction.

This Game implements the old InputSystem, but NewInputSystem can be implemented too. The movement was made using a RigidBody2D with Dynamic type and the gravity set to zero in case there might be added some additional requirement on player collision physics response. Additionally, the demo contains a static Shop Keeper who is detecting the collision and starting the shop GUI if the Key 'E' is pressed.

About the shop and the player items menu and its characteristics, it is important to detail some things. Player can open/close items list pressing the key 'I' and the item menu will show a grid of the current items and the player can click in each one of them to change the current clothes of the character. In the other hand, the shop panel contains a scroll view which has clickable items to buy or sell each one, it also has two buttons above the panel to change the panel view (buy/sell). The shop module was made thinking in the possibility of adding some new shop keeper who can have other items. It is the same about the clothes system, using a Scriptable Object and some enum identifiers, the idea was to add new clothes in the future. It is important to mention that when the player sells all his objects, it will keep the last clothes that has changed before.

Finally, as it resulted a challenging test, every feature I implemented made me think about some new features. Even If this was a test (which release is not fully functional yet), I enjoyed a lot developing and thinking about the possible procedures to provide the requested demo.