What has changed since the presentation:

* Added a win screen and a lose screen, so the game loop is complete
* Controls are now explained in main menu, under “Controls”
* Replaced placeholder cubes with animated models for both player and NPC’s
* Changed camera projection from orthogonal to perspective, so it no longer looks 2d
* Added exploding barrels
* Added AI sight, which is affected by distance, field of view, and realtime lighting
* Added AI hearing, e.g. the AI will hear gunshots or the player’s footsteps and come to investigate
* AI will notify other nearby AI’s when they spot the player, they do this by making a noise which other AI’s nearby will hear
* Added multiple weapons, with support for different projectiles, since my object pooling system is implemented with generics
* AI display a status symbol next to their health bar which shows their current behavior, e.g. investigating noise, chasing player etc.