What has changed since the presentation:

* 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 light level
* Added AI hearing, e.g. the AI will hear gunshots or exploding barrels and come to investigate
* AI will notify other nearby AI’s when they notice the player, they do this by making a noise which other AI’s nearby will hear
* Added multiple weapons