# Required code

## Player code

Multi-directional movement **Check**

Following camera **Check**

Mouse turning **Check**

Crouch button: Decrease height by half **Check**

Player walking direction rotate with camera **Check**

Sprint button: When used increases speed and tests distance between you and enemy if its within range tell the enemy your location. After sprinting for 4 seconds Makes the enemy go to hunting mode **Check**

Gravity **Check**

Jump **Check**

## Enemy code

### The boundaries completed

Randomized size **check**

Player non-interaction **check**

### Pathing to the player

**Check**

Fix making objects to path around mid-game **Check**

### Other stuff

Make button that can type in a code **Check**

2d cone of vision at crouch and standing height **Check**

Chase modes: 1 Casual walking speed, Alert mode a fast walk slightly slower than player sprinting, Hunting mode a sprint faster than the player **Check**

Kill and reset the level upon getting too close to the player with vision **check**

Fix physics **Check**

Fix code with case/switch statements **Check**

Make multiplayer code

# Puzzle 1

Make puzzle code **Check**

make interactive buttons

activate a door on complete

have a timer on puzzle duration

# Puzzles

Need symbols

Need 2 shapes one being a modifier of the other

# Animations

## Player animations

Maybe hands?

## Enemy animations

Walk, speed walk, running, Player kill

# Assets needed

### Necessary

Cameras

Wall

Floors

Windows

roofing

Electronic puzzle devices

## Props

Couches

Chairs

Drawers

Cabinets

Locker

# Eventually will need level design, puzzle design and multiplayer intergration