FOR GOLD

- Music, Cutscene Music, Ambient Noise (female detection sound?), Elevator Music, Garb noise

~~- Dialogues, Text in room intro~~

- Elevator rooms

~~- Appearance fixes (hack puzzles, garb and/or floor colors, hack box stand out more)~~

- Add intro and outro scenes (video?) and team logo

~~- Camera Movements, Dynamic Lighting~~

~~- NPC Placement~~

~~- NPC behaviour~~

~~- Title Screen with the name of the game~~

- rules page separated into several sections

~~- Bug fixes (crash before the ending, guard spinning, guard jittering, sound stuck in loops - bumping and garbage throwing, etc.)~~

~~- implement rugs instead of doors for level 1 rooms~~

~~- difficulty adjustment > adjusted cone of vision or adjust npc numbers?~~