Thief in the night

# Things we need

## Programming

* Movement
* Detection
* Score
* Pickups
* Character controller
* Sound detection / Character radius
* Door open / close
* Cupboard / drawers open
* AI
* Collect items / Score / Wake up
* UI – Clock / Timer
* Co-op
* Start / Menu screen

## Art

* Character art X2 (cats!)
* Modular rooms
* Dog
* Items (rolex, pearls
* Furniture (beds, cupboards,
* Light through widows
* UI
* Animations

# To do list