# Build Notes

**General**

* **.exe file can be found at “SystemMiami\_Build0001” > “System Miami.exe”**
* Scenes do not transfer any data.

**Neighborhood**

* Although the color on Dungeon entrances, which change as you get close to them based on probability and are intended to represent the difficulty level of the combat, every entrance currently loads the same Dungeon.

**Dungeon**

* The player can still use abilities after the corresponding resource has run out.
* Enemies can move but can’t damage the player.
* The speed (amount of tiles player can move) doesn’t update in the player’s script properly causing no real restriction of movement.
* Player arrows only show when player moves more than one tile.

**Player**

* Have to currently use two different prefabs for the player, one game object does not transfer between scenes.