**Pseudo Code**

**Player**

Player Movement

1. Receive WASD and mouse input from player.
2. if WASD keys are pressed translate player
3. If mouse moves move the camera
4. If Z or X key are pressed change camera angle

**Drone**

Drone Movement

1. Set first way point
2. Move towards way point
3. If the drone arrives at waypoint
   1. Drone rotates 180 degerees
   2. Set second way point
   3. Move towards new waypoint

Player Detection

1. If the player is in the trigger collider and in front of drone
   1. Deactivate movement and land
   2. Set playerSpotted to true

**Door**

1. Check if all drones have spotted the player
2. If no drones have spotted the player
   1. Check if the player has interacted with the switch
   2. If the player interacts with switch
   3. Open door or close door

**Switch**

1. Check if player is in trigger collider
2. If player is in collider
   1. If the player presses e
      1. Do switch animation
      2. And set switch to true