The project was made mainly C++ then I switched to Blueprints to rapid prototype! To keep it balanced, having both!

The scenario idea is:
- You will first spawn in a room and you hear sound, you go check it out (there is a marker on top of the object to check!
- Once you go near it, you pick the first part of an item, and you'll get feedback telling you how much you need to completely activate it!
- Once you complete it, you activate an ability, it will allow you to go to the next phase because you need that first.
- In the next phase you will collect more items, but they are waiting and won't spawn every x time!
- You collect these and you continue to the 3rd phase! Where you get your last item to finish the scenario and play with your reward.

The parts are:
- Rooms: you collect knowledge points to activate dash.
- Floating platforms: this lives behind the dark room, you collect match parts to get the light.
- Dark Room: the idea was not completed, supposedly you can only enter it with a lighter, and the light will allow you to spot the gun part to unlock it. You probably die in the dark!
- Playground: when you get the gun, you unlock the corridor to the next phase where you can play with the gun.

The Gun: consists mainly of 4 functions.
- Grab: when your crosshair is orange, it means you're in grab range, and shoot will grab.
- Shoot Object: if you already have an object grabbed, Fire will shoot it.
- Release Object: If you have an object, release will simply release it with physics applied.
- Pull object: when you have blue crosshair, it means you're in pull range, and fire will bring the object towards you.
- Shoot projectile: if you have no object in range you will simply shoot a projectile!

Inputs:
- Move: W,A,S,D or ↑,←,↓,→.
- Shoot: Left Mouse Click (Can only be used when a Gun is acquired!)
- Release: Right Mouse Click (Can only be used when a Gun is acquired!)
- Dash: Left Shift.
- Light: Hold E.