*Game Features*

* Third-Person Viewpoint: The game lets players see their character from behind or just above thanks to its third-person viewpoint. With this perspective, players can clearly see their surroundings and the actions of their characters while yet maintaining a nice balance between visibility and immersion.
* Day and Night System: The game has a straightforward day-and-night system in which the gaming dynamics and surroundings alter according to the time of day. It may be simpler to see collectibles and navigate the area during the daytime due to improved visibility.
* Collectible Items: Players are tasked with collecting specific items scattered throughout the game world. They would be hiding amongst the environment and may be mistaken for other items that could put the player at a disadvantage. Collectibles may be hidden in plain sight or require solving puzzles or completing challenges to obtain.
* Items that Give Advantages to enemies: In addition to collectible items, there are also items strewn throughout the game that give enemies advantages. These objects might be resources that enemies can utilize to make them more threatening, traps that prevent the player from moving further, or power-ups that increase enemy speeds. Acquiring these things could unintentionally strengthen enemies, giving item gathering a strategic component.
* Music & SFX: The game has a main menu audio, tutorial audio, death scene audio, and victory audio to match the atmosphere of the scenes, and the state of the game. Each of these audios is part of an AudioManager script, which works through the Music Audiosource to play. The game has an enemy scream, enemy call, and walking sound effect that play in specific situations. Each of these audios is part of an AudioManager script, which works through the SFX Audiosource to play. Both AudioSources are joined together in the audio mixer to create audio for the whole game. Audio settings are accessible and changeable in the options menu.
* GameScenes: There are a total of five scenes in our game, a main menu, tutorial scene, death scene, game scene, and victory scene. Each of these scenes is partnered with their own background music to fit the atmosphere, which is controlled by the options menu, available in the main menu, victory scene, and death scene. Main menu is the first scene the player sees, and it introduces the player to the games atmosphere. From there the player can choose to begin the tutorial scene, which introduces the player to the games mechanics, or the Game scene, which begins our game. From the game scene the player will be spawned into our original environment where they will have to find the seven lost relics, while avoiding numerous enemies, and over 10 cursed relics which curse the player. If the player dies they will be met with our death scene where they are given the option to quit the game, or attempt the game again. If the player succeeds in finding the seven lost relics they will be transported to the victory scene and awarded.

*Controller Configuration*

The controls were going to utilize the WASD keys on a keyboard for movement and navigation. The character controller also utilizes a third person camera connected to the mouse, angled above the viewer, to keep the player at the center at all times.

*Implemented Components*

**Player Character**: The game features a protagonist controlled by the player. This character moves through the game environment, collecting items and avoiding encounters with monsters. The player may have abilities such as running and jumping to evade the enemies.

**Enemies:** The player character is in danger from roaming hostile creatures or monsters in the game. These monsters might exhibit a variety of traits and skills depending on the relic the character interacts with that will give the enemies an advantage. A monster encounter usually starts a chase phase in which the player has to escape or figure out how to outwit the adversary.

**Collectible Items**: Scattered throughout the game world are relics that players must collect to progress or achieve specific objectives. Along with the relics are items that look similar to the relics, except they are actually power-ups for the enemy.

**Items that Give Advantages to enemies**: Scattered through the game world are cursed relics whose purpose is to hinder the player's progression. They accomplish this by alerting the enemies of the player's position before he enters their field of vision, and also by spawning an enraged enemy on top of the player, whose enhanced speed and aggression kill the player.

*Future Work*

If we were to continue with this game, we most likely incorporate more levels, making each one more difficult than last. There would most likely be new environments to give more variety to in settings. Along with advantages for the enemy to prohibit the player’s progress in achieving their goal, there would also be power-ups to enhance the abilities of the player to give them an edge in the game.