**2. Navigation Framework (with mouse and keyboard)**

- I worked on the character controller and mouse input for the camera follow movement. I used the components character controller, capsule collider, rigid body and box collider for the character testing section.

- Also, I set up the camera collision effect within walls. So, when the player enters a small space in the maze, the camera view will be focused on the player. Mohammad was also working on this category, so we worked on this part together and decided on how the wall physics was going to be set within the character controller script.

A screenshot of a computer

Description automatically generated**A blue cylinder on a green surface

Description automatically generated**- The player controller script has set up the basic movement, jumping physics and wall collision detection. Using the maze model, to demonstrate the character movement and testing out the player’s physics.

**3. Interactivity (Selection and Manipulation, Triggers with mouse and keyboard**

- The mouse input for the camera follows view work perfectly.

- The game UI is all set. The pause button works accordingly, and the player can either resume the game level or quit the level, which will take you back to the main menu. Although, the problems that I’m facing is that the health bar script isn’t working with the slider bar set up.

**A screenshot of a computer

Description automatically generatedA video game of a blue cylinder

Description automatically generated**- The main menu was simple to make, all it required was a script which involved functions linked to the separate buttons of what the player choose to do. This was including the pause menu function, on the game level template.