In the Epoch Test folder, you will find a Unreal project with a AI that follows the character and AI that runs to cover when the character is seen. There is also a PDF containing all the game design questions. There is not a folder with the character and puzzle questions. There isn’t one because there were too many bugs and I didn’t have time to sort them out. I’d rather turn in something completed. If you would like me to send it to the GitHub anyway I will. The inventory aspect has functionality there’s just a few more tweaks needed and the puzzle is incomplete.