Stealth based game

Character will traverse around map

Map will have locked rooms with items

Character must find items to unlock rooms and progress in game

Enemies will also traverse the map

If the character is sighted by an enemy, the game is over

Character can use stun grenades, once found, to stun enemies for short period of time

Aim of the game

Control the character to move around the map and collect key cards to open cells on the east of the map.

The character needs to escape. To do so collect all key cards and open the last cell(bottom cell) and escape through that cell.

If you are caught by an enemy, it is game over!

Controls

Use WASD to move up, left, down and right respectively.

Walk over an item to pick it up

Issues

Only 2 enemies will spawn instead of desired 6. Other 4 enemies will not spawn at proper location. Not sure exactly what causes this problem but NavMesh is involved as the enemies spawned there normally before NavMesh was added.

Tips

To get the key card in the north west of the map in the walled off area, Walk through the wall in the south west of the map with the small gap at the bottom. The reason for this is that I initially planned to have a crawl animation, but it proved too difficult to make. The same applies to get into cell 4. Walk through the wall in cell 2 to use the secret passage to get to cell 4.