## Progress Report

(RQ\_PBM\_1) – Player navigation with top-down camera. [Completed]

(RQ\_PBM\_2) – Pick-up items. [Completed]

(RQ\_PBM\_4) – See Items reflected in HUD. [Completed]

(RQ\_PBM\_7) – Player always looking at cursor. [Completed]

(RQ\_NPC\_1) – Basic NPCs with navigation. [Not Implemented]

(RQ\_OBJ\_1) – Have the items be linked to player progression. [Completed]

(RQ\_AI\_1) – Each room should spawn a key and a guard. [Partially Implemented]

Note: Key locations implemented but not guard locations.

(RQ\_AI\_2) – Spawn Exit and Entrance door. [Not Implemented]

(RQ\_IGUI\_2) – Minimap located in the corner of the screen. [Completed]

(RQ\_IGUI\_3) – Player line of sight visible on map. [Completed]

(RQ\_IGUI\_6) – Remaining Keys should be visible on screen. [Completed]

(RQ\_L\_1) – Levels should be procedurally generated. [Completed]

(RQ\_L\_2) – Level consists of 3x3 grid of rooms. [Completed]

(RQ\_L\_3) – Locations for keys and guards to spawn in each room. [Partially Implemented]

Note: Key locations implemented but not guard locations.

(RQ\_L\_4) – Locations for exits. [Not Implemented]

## Release Notes

1. Character Navigation with a top-down fixed camera.
2. Random Level Generation.
3. Basic UI including; mini-map, stopwatch, score counter.
4. Pickup Items.
5. Basic Menus on Main Menu and in between levels.
6. Score saved between scenes using Player Prefs.
7. Custom lighting restricts the players vision.

## Screencast

https://youtu.be/9hlFwpf-DkQ