## Progress Report

(RQ\_PBM\_3) – Door opens once all keys are collected [Completed]

(RQ\_PBM\_6) – Completed lives system [Completed]

(RQ\_PBM\_10) – Player can attack enemies [Not Implemented]

Note: due to how the game is developing, I’ve decided to scrap this feature for now.

(RQ\_NPC\_2) – Enemies chase player and being caught deducts a life [Completed]

(RQ\_NPC\_3) – Enemies can stop chasing the player [Not Implemented]

(RQ\_SV\_4) – Sprites for buttons on home menu and pause menu [Completed]

(RQ\_DV\_3) – Enemy area of vision is visible [Completed]

(RQ\_IGUI\_1) – Minimap is revealed through gameplay [Not Implemented]

(RQ\_IGUI\_4) – Minimap shows enemies vision [Completed]

(RQ\_IGUI\_5) – Minimap shows items[Completed]

(RQ\_IGUI\_7) – Remaining keys represented on UI [Completed]

(RQ\_IGUI\_8) – Loading screen UI [Not Implemented]

(RQ\_IGUI\_9) – Pause Menu [Completed]

(RQ\_OoGUI\_1) – Splash screen before main menu [Completed]

(RQ\_OoGUI\_2) – Main Menu [Completed]

(RQ\_L\_5) – start in a transition room [Not Implemented]

(RQ\_L\_6) – Rendering levels in these rooms [Not Implemented]

(RQ\_L\_7) - Transition rooms between levels [Not Implemented]

## Release Notes

1. Exit used to proceed to next level
2. Lives system
3. Enemy Animation states [Patrol and Pursuit]
4. Enemies returning to previous states based on events
5. Pause Menu
6. UI addition to represent inventory and lives

## Screencast

https://youtu.be/yD8g47Frxyo