## Progress Report

(RQ\_PBM\_5) – Allow the player to interact with an NPC between levels. [Completed]

(RQ\_PBM\_8) – Only Objects in the players line of sight are visible. [Dropped]

(RQ\_PBM\_9) –Enemy audio sources should have range. [Completed]

(RQ\_NPC\_4) – Interacting with NPC Gives feedback. [Completed]

(RQ\_NPC\_5) – Dialogue box showing NPC response. [Not Implemented]

(RQ\_AI\_3) – Difficulty should be changeable from the main menu. [Not Implemented]

(RQ\_AI\_4) – Increasing difficulty should spawn more enemies/pickups. [Not Implemented]

(RQ\_A\_3) – Sound effects for in-game events. [Completed]

(RQ\_A\_4) – Sound effects for characters. [Completed]

(RQ\_OoGUI\_3) – Option Menu. [Not Implemented]

## Release Notes

## Intractable NPC between levels.

1. Enemy Sound effects have range.
2. Interacting with NPC has visual feedback.
3. Sound effects for in-game events.
4. Sound effects for in-game characters.

## Screencast

https://youtu.be/AY-Vzape0bs