**README**

Basic Gameplay Requirements:

Art Requirements:

Our art meets the requirements because it creates the feeling for the player. The dungeon is ominous and dark with only torches to light the way and the dungeon is filled with hollow sound that follows the player. There are more than 7 unique and visible 3D models in the game. Two of them being the guard and win object. We have 2 unique animations being the torches and guard. There are two particle effects being the wand glows when the player throws an object and on the torches. There is also a particle effect in the treasure room and under the win object. The menu carries the aesthetic of the game and makes you want to press play.

Code requirements:

Our code meets the requirements because we have a pathfinding system for the guard that when the player enters the hallway with him in it, he chases after him. The game is able to be paused whenever the player needs to by pressing P. The game supports keyboard and there are no crashes known to the tests before submitting. The game has 3 significant mechanics from being able to throw objects at the golem with a wand, a time sensitive door, and the golem defeating the player.

Tech Requirements:

The game has 3 distinct areas including the starting, main, end areas but also has a maze in between the starting and the main area with the golem. The player begins in the start area and is safe from the guard. The main hallway connects to the treasure hallway and the win object is in the ending room past the guard in the main area. The player can win the game by jumping into the win object. The game has a main menu the includes a start game, about, and exit game. The about screen has a How to Play section and a run down of the game with a credits section. The game has a pause menu that shows up by pressing P. the game can be closed by pressing esc. The game also has a win and game over screen. When you collect the win object the win screen will show up and if the golem hits you or the time runs out the game over screen will show up. There are no dead ends known to the tests.

Other game elements:

Our team worked nicely in producing movement, lighting, sounds, enemy behavior etc. The game looks and sounds like a dungeon. The torches are well lit and well placed. The sound impacts the players gameplay while traversing the dungeon. The player controller has smooth movement and can jump. The guard chases the player once they enter the are and stops is they leave. There is a maze past the starting area that is unique to the dungeon.