**Hidden**

The goal of the game is to reach the end of the room without being detected by drones.

**Camera**

Third-person camera

**Movement**

The player can move freely in the room with WASD

**Win condition**

The player wins when he can reach the end of the room without being detected by drones.

**Lose condition**

The player loses when he’s being detected by drones, the player can be detected by entering the range of vision of the drones.

**Drones Description**

There are 2 types of drones

* ***Stationary drones***
* ***Mobile drones***

***Stationary drones*** remain in position and turn around themselves.

The drone does a 360 rotation.

The stationary drones rotate with X speed.

***Mobile drones*** move horizontally and vertically and they do a certain path. The path is a point to point.

When they arrive at the end of the path, they do a 180 rotation and they come back.

The mobile drones move with X speed.

Every type of drone has a range of vision, represented by a cone with an angle of 60 degrees. The cone of vision is stationary.

The cone of vision is shown at the player.

**UI**

The only element of UI in-game is the cone of vision

[FIGMA PROTOTYPE for more information about Drones](https://www.figma.com/file/qMDhXct9aCFpxGQc03CYaO/Hidden?node-id=1%3A109)

repo martin: <https://github.com/redd096/2021-02-25-microjam>