

I am going to make a game with light. I will make it to where the lights dont stay on forever. If the play goes into a trigger that will have a object in it to show where it is and it will turn on the lights. I plan to have a enemy that will chase you if the light is off. The light will be a light that follows the player and makes it so the enemy will not chase the player.

#### The player

- The player can move with the mouse or with the keyboard.
- If they touch the enemy they will die.
- The Player will have a light that makes the enemy move to a certain spot on the map
- The light will be on a timer and can be recharged using the cube that is near where the player starts
- The time left will be a part of the ui

#### The enemy

- Then Enemy will chase the player when the light is off
- They will move to a empty object when the light is on
- The enemy will kill the player if they touch it