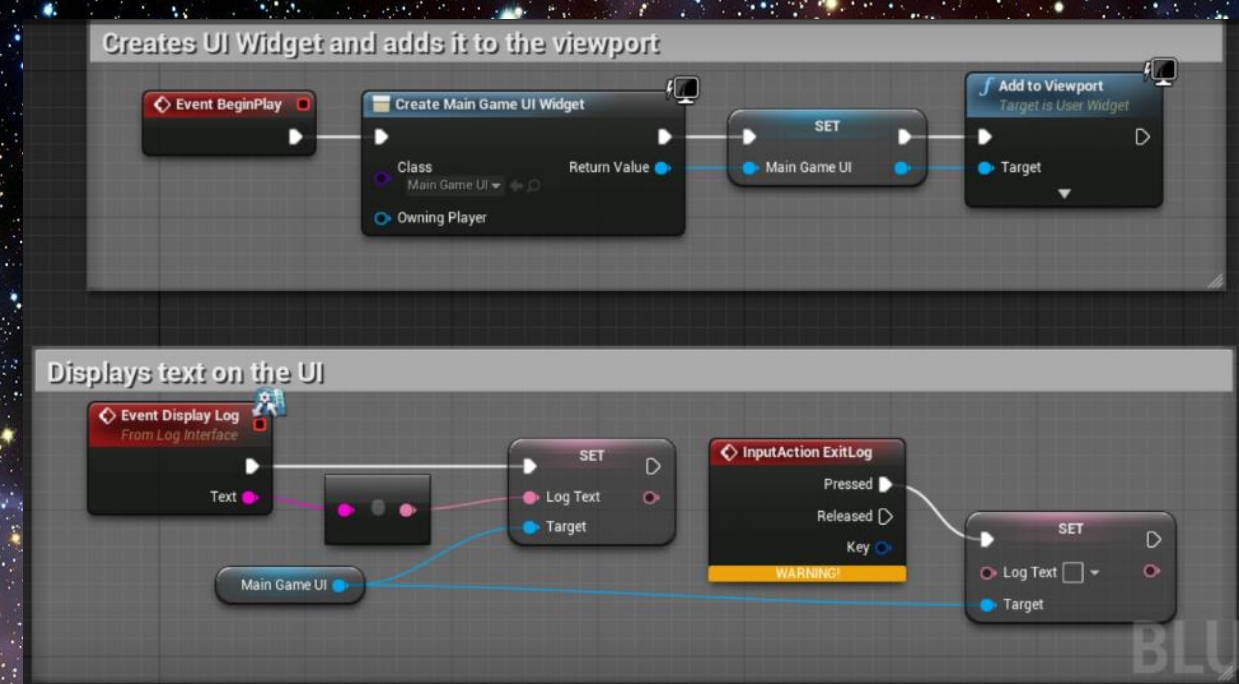
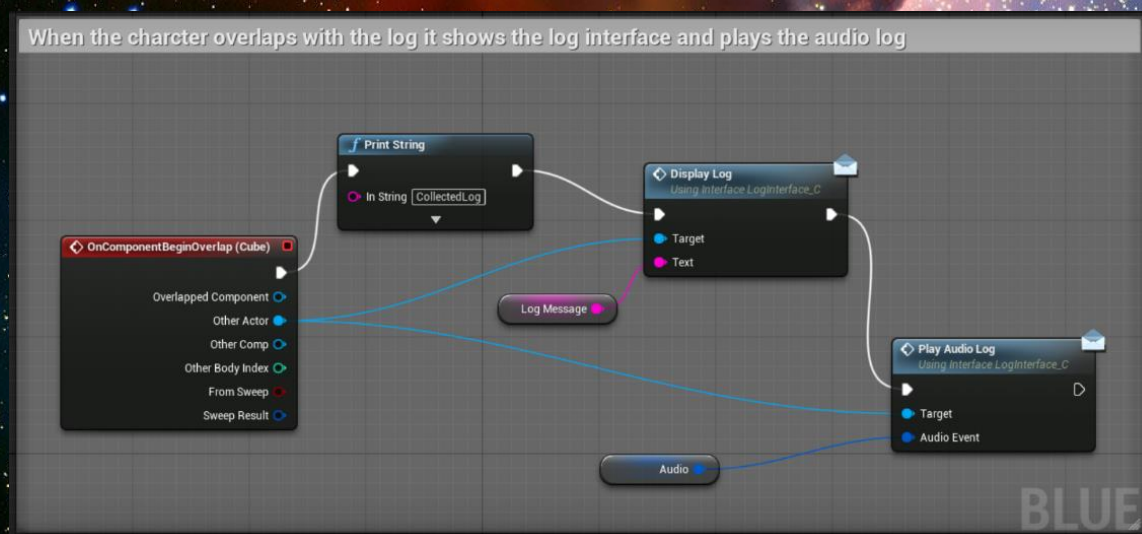


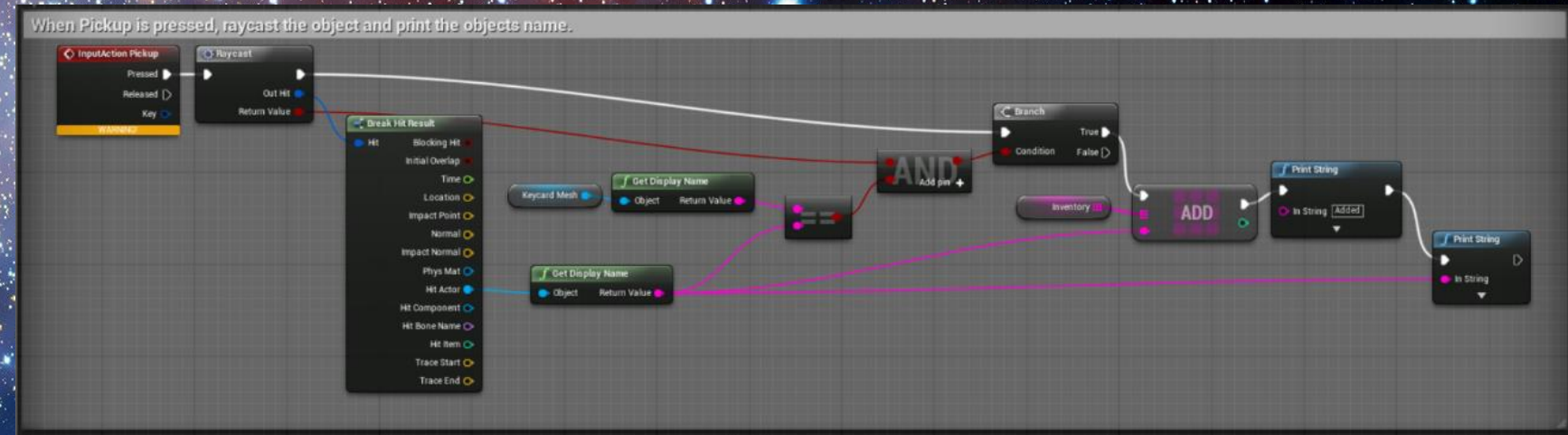
This section of code calls the function Check Inventory to see if the player has collected the Keycard Mesh from the map through the use of an overlap in the actors if they have then it will Print a String saying that the door has opened and will then destroy the actor of the door, however if the player has not collected the Keycard Mesh the door will remain closed and it will Print a String saying that the door is closed and requires a Key Card.



This section of code creates a user interface, sets it as the main interface and adds it to the view port. It then sets the user interface to display the text log and then when the exit log key is pressed it is set to close the text log and return the user interface back to its original state.



This section of code makes it so that when the player overlaps with an Audio Log it Prints a String saying it has been collected then displays the log on the user interface and then plays the audio log to the player.



This section of code sets it up so that when the pickup key is pressed it ray casts to what the player is looking at, if the ray cast is successful it adds the item to the inventory through the use of an array, it then Prints a String saying that the item has been added to the inventory. It has been set up so that only the Keycard Meshes can be added to the inventory. If the ray cast is unsuccessful then nothing will happen.

