

## Beyond the Black Rainbow

### Current Controls:

- WASD - movement
- Mouse X/Y - look around
- Shift - sprint
- E - interact with interactable object
- ESC - quit game

### Development Status:

- Textures Working
- Lighting Working
- Moving Objects Working
  - Objects move when affected by physics. (e.g. the 20 ducks that spawn at the beginning)
  - Door moves when OPEN\_DOOR event is triggered.
- Physics Working
  - There is currently a problem with applying rotations from physics
- Event Manager working

### Current Gameplay:

This is an escape the room game. To escape the room the player has to find keys, push buttons and solve riddles to get out of the room.

Currently, to escape the room, the player has to interact (E button) with the bed. This triggers the door to open.

Once the door opens, you can consider the game won. In addition, if you keep going up the stairs and through the second open door, there's "You Win" text printed (spammed) in the console.

Please note that there's a bug when aiming too far up or down (roughly 70°) where the raytrace that's used to pick for interaction hits the player instead of the interaction object first, in that case nothing will happen. If it occurs just try to use a different angle.

The interaction range is reasonably large, but smaller than the room. From the Spawn position the bed is reachable and the above bug doesn't occur.