

Group Members:

- Me
- Myself
- I

Completed Tickets:

I created another Interface for a Chest, hoping to have a working UI of the chest inventory for the player to get a key from the chest to open the door. I also created a new UI system that works off of the previous Interactor-Interaction system that can be used across everything in the game. It has been implemented for all items. You can now also pick up and move items, including dropping them from your inventory.

In-Complete Tickets:

I'll be honest I didn't get as much finished this time around as I was hoping. I'm pretty disappointed with what I have thus far and plan on really trying to finalize the following loop by the end of this week.

- Interact with door
- Door UI informs you it is locked behind chains. You will need to break them
- Interact with Chest
- Chest UI informs you it is locked. You'll need a key.
- Pick up key
- Use the key on the chest, unlocking it.
- Pick up the gun from the Chest inventory and place it in your inventory.
- Use the gun on the door to shoot off chains
- Exit through the door and victory

I currently am having problems with getting the chest inventory UI to display when prompted. If I can't get this fixed, then I will change it to where you are automatically given the gun in your inventory once you interact with it for the first time. I'm going to try to make this my top priority for the next few weeks because I really want this to be polished even if it is super basic.