Group Members:
- Me
- Myself
- I

Completed Tickets:

I finalized the gameplay loop which is as follows

- Interact with door
  - Door UI informs you it is locked. You'll need a key
- Find Safe
  - Safe informs you that you will need a passcode to open it
- Explore house
  - Find items that might help you
    - Pick up a notepad that has a code written on it
- Interact with Safe
  - Safe opens now that you have the passcode
- Pick up key inside of safe
- Door will now open! You are free!

The chest Inventory UI works and is fully functional, I just do not have it implemented in the new scene right now. I also fixed the code up so that your Hot Bar UI will update automatically when you drop or use certain items. When you use certain key items, they will be removed from your inventory. I also added some small animations for the doors and the safe.

I created a new scene that contains all the necessary assets for the final build. I currently have the ceiling disabled for testing purposes, and because I still need to do the lighting.

In-Complete Tickets:

The UI is atrocious, trust me, I know. Once I got it working I moved on to other stuff, so it stayed looking ugly for this pass. I actually have some fun assets for it for the final build, so I promise it won't look like that.

The door interaction in opening it, particularly for the bathroom door, is quite finicky. You have to stand in a very particular position for it to trigger, and I'm not quite sure why. I will work on trying to figure that out.

I am going to implement a Menu screen along with a victory screen for the final build. I've done those before so I'm not too worried about that. I also want to add in some sound effects for when you pick up certain items, along with just some overall ambiance noise. The lighting is another big thing, as I want it to be dark and slightly spooky. I have not done 3D lighting in Unity before, but I imagine it is similar to either Maya or Unreal, so I can figure it out.

I also plan on adding some extra steps to actually solving the puzzles. It is very basic right now just to show that the systems are in place. I plan on making the fridge and maybe some cabinets "chests" and have items inside of them that you can pick up and possibly use in unique ways to get what you want.

And while I won't have time to give B the sadistic Ai any dialogue, I do want to make at least a sprite for her that would show up on the computer screen.

Overall, I'm pleased with what I have been able to accomplish this time. Obviously, the game won't be exactly what I imagined by the end of the semester, but I can always keep working on it as long as the base of it is solid. Thanks for coming to my TedTalk.