Group Members:
- Me
- Myself
- I

Completed Tickets:

For this iteration, I successfully combined the inventory system and the pick-up with a usable UI to represent the items. The UI updates to reflect the current stack of items, though items cannot be removed from your inventory as of right now. I also set up the "Key-Door" system, with an Event-driven system where I can set up multiple scripts for specific item-object interactions. For example, I have a "Door" script that uses the Interactable class, but this could also be used for something like "Chest" or a "Numpad" with its own unique interactions. I also fixed the bug involving the player character jumping upon starting the game.

In-Complete Tickets:

Currently, the key is not deleted from your inventory upon being used. That will be pretty easy to implement, I just need more time. Additionally, I want to set up more interactable interactions, that result in a more "puzzle-like" gameplay loop. This might include correctly finding out the code to open a safe to get a key and then using that key on a door to escape. I would like to have that loop established in the next iteration. I want to have the systems polished out so that I can simply add on to them and develop the loop more without having to hard coded anything. Worse comes to worst, I can always remove the evil sentient Ai component and just have it be a simple escape room game that can then be more fleshed out in my own free time.

The Github has been updated to include the current changes that have been made.