**Ways items could be used/interacted with**

- General idea from group discussions is that items are found by hitting the ball near them and they will sparkle indicating the player to investigate. The player would then need to use sound/move the object about in order to try and guess what it is (as they can’t see it in the game world).

- Still figuring out what happens if players guess the wrong item (if that is something we are doing for sure)

- Once the player has obtained the item, they could be handled in such ways for gameplay effect:

**Method 1: holding 1 item at a time and having to place them somewhere.**

Discussed previously, to progress in the story separate rooms can be locked off and order to progress you need to find an item and put them somewhere in order to complete a puzzle like thing, and in turn story can develop from that and progress.

**Method 2: multiple items can be found/held and are used throughout.**

Another way items could be used is that most of the game world would be open already for the majority and that items are around are used in certain places to unlock more areas and even could be mixed together to create other items. An inventory system would need to be put in place for this but thought will need to be taken into how the user would select between different items whether that be sound, character speech/subtitles or other methods.

Whichever method or alternative one is used, heavy design consideration needs to be taken into place regarding the whole limited view we are wanting to keep for the game. These methods would need to be made in mind of someone with very limited vision and hence any inventory like system can’t be used in the traditional visual way.