# UNITY STUFF

DONE

Player Movement – DONE

Enemy movement after finding player – DONE (Needs switch programming)

Enemy interacts with traps

Starting traps break before kill – first trap doesn’t 1 hit

Bullet Launch

Bullet Collisions – Damage to player- Destroy on world objects

Player health – Can take 3 shots then death

Game over- HP 0 – Temp: Stop time – Destroy Player- Debug end

Edit level for playtesting

Player place traps – spawn trap object – Arrow keys for direction – Cool down

FIXES- FIX SHOOTING

Change Movement

Menu

Timer

Enemy visual sight

Increase enemy chase speed

Game Over Screen- Appear on death- Fix layering

Pause menu

Menu Text

More Traps

Main Menu Assets

Camera jumps into next room

Level 1 A\* Grid

Level 1 AI

Trap Pickups – Temp override

Camera Size

Rooms open on all enemy deaths

Trap Pickups

Controls on Pause Menu

Load next level

Speed up enemy on sight

Background music

Pickup Trap Sound

End of level sound

Enemy Shoot sound

Bullet Sprite

Health on HUD

Score

Score on HUD

Sleep Trap

Guard Tower enemy

Trap Sprites

Cast Sound

Trap inventory

Sleep Trap fixed

Temp ending

Refinement