**UC 054—** **Picking Locks**

**In reach of a lock**

Inside Player Interaction’s in Range of Intractable function, check if the player is within a certain distance to the lock

**Player right clicks on the lock**

Read input inside Player Interaction’s Handle Players Input function

**Read keyboard input from player to pick the lock (See 2.c.i)**

Read keyboard input inside Player Interaction’s Handle Players Input function