**Senior Project Winter Term Demo Write-up**

**Project Name:** The study of the shadowed: Thief

**Prototype Description:**

For my demo I will be developing the basics for player movement, player interaction, and enemy AI, as follows:

- For player movement, it shall be to allow the player to walk and look around;

-For player interaction, it involves allowing the player to pick up objects and add them to their inventory; and

- For enemy AI, it will focus on the ability of enemies to patrol way points which are placed around the level, and to be able to see and follow the player around.

**Associated Requirements:**

1.a

1.b

2.a

2.d

3

6

**Associate Use Cases:**

UC 045

UC 046

UC 050

UC 058

UC 065