**Status Report**

**Worked Completed:**

Finished all work for demo

Finished most of player inventory 2.a.i, 2.a.iv, 2.a.v

**Work Planned (Next week):**

Player Crouching 1.c

Player interaction

KnockingOutEnemies 2.e

Putting out light sources 2.f

Using switches in game 2.g

Start work on UI

Show current inventory item 2.a.ii

Pausing game and opening in game UI 2.h/8.b

**Issues:**

N/A