**Status Report**

**Worked Completed:**

Putting out light sources 2.f

Using switches in game 2.g

Show current inventory item 2.a.ii

Finished Safes 2.c.ii

Finished AI proximity Detection 6.c

Finished AI Alerting other AI 6.d

Started Work on UI

**Work Planned (Next week):**

AI sound detection 5/6.b

Knocking Out AI 2.e

Player Crouching 1.c

Finishing pausing game 2.h

**Issues:**

N/A