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CS 4730 – Prof. Floryan

**Prototype - Blinded**

Prototype Goals:

* Create lighting mechanic to emulate a flashlight beam, with all other areas being covered in complete darkness
* Add ability to move light beam up and down within some constrained angle
* Add an enemy that can listen to firing events based on its position
* Have said enemy print a statement when it registers a firing event in its hit range

Controls:

* Up/Down keys to move flashlight beam
* Space to fire