



	A	B	C	D	E	F	G	H	I
23	Security Camera: Game Obstacle / Trap	Object	Implement the object / class for security camera	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Fully implemented and working as intended. It rotates on a timeline, moving its vision cone 45 degrees left, back to 0, then 45 degrees right, and back to 0.
24	Security Camera: Game Obstacle / Trap	Vision	Implement visual cues to show the distance that a security camera can see the player from (i.e. tracking laser paired with overlap trigger area)	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Implemented and working as intended. Respects collision with environment such as walls.
25	Security Camera: Game Obstacle / Trap	Animations	Implement animations security camera	Unreal Engine 5.4.0, Git,	Beta	Beta	E. Johnson,	Yes	The camera model may be adjusted at a later date, but the camera correctly moves along the choreographed timeline.
26									
27	Laser Beam Trip-wire: Game Obstacle / Trap	Object	Implement a laser beam trip fire that features a very tight overlap trigger that will cause alarms to be set off and the player to be found if they do not maneuver around it.	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	Yes	Implemented and working as intended. All beams are tied to a central power switch. Touching a beam will cause the player to be sent back to spawn
28	Laser Beam Trip-wire: Game Obstacle / Trap	Animations	Implement animations / variations for any laser trip wires that have movement / alternative patterns.	Unreal Engine 5.4.0, Git,	Beta	Beta	E. Johnson,	No	Beams are implemented and working. Did not implement any traps that utilized moving beams. That feature was limited to the security cameras.
29									
30	Player Character	Level failure (Player character death / damage)	Implement the level failure mechanic that will be called whenever the player character triggers a trap or is caught by one of the other obstacles they may face	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	Yes	Implemented, tied to player health reaching 0.
31									
32	User interface: Score Value Widget	Graphical User Interface	Implement GUI valuable score tracker for player U.I.	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	Yes	Implemented and working. Correctly increments score value on items of different values
33	User interface: Objective widget	Graphical User Interface	Implement GUI main objective tracker for player U.I.	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	Yes	Implemented and working. Correctly records actions that would complete the listed objective
34	User interface: Objective widget	Graphical User Interface	Implement GUI secondary objective tracker for player U.I.	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	Yes	Implemented and working. Correctly records actions that would complete the listed objective
35	User interface: Objective widget	Graphical User Interface	Implement GUI third objective tracker for player U.I.	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	Yes	Implemented and working. Correctly records actions that would complete the listed objective
36									
37	Features that were removed from planning								
38									
39	Game mechanic	Level timer	Implement a timer for the level. The player will fail the level if the timer runs out before they have completed the main objective and reached the exit / escape point	Unreal Engine 5.4.0, Git,	Alpha	Alpha	E. Johnson,	No	Core game feature, not yet implemented. High priority
40	User interface: Hide Widget	GUI — is player hidden?	Implement player U.I. visibility / status tracker	Unreal Engine 5.4.0, Git,	Alpha	Beta	E. Johnson,	No	Not yet implemented, will be in Beta +