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# Introduction

My scene contains a spooky looking derelict house, which will be entered via the front door from the exterior. The player will then see a cut to a camera showing the door shutting behind them and locking.

Inside the front door will be a hallway containing a large curved staircase to an upper level as well as various locked doors.

A vase will then fade into view in the main hallway, which will be need to be smashed by throwing down the stairs to obtain a key to escape. I will be using lighting and sound to create a uneasy atmosphere within the scene.

# Project plan

# Technical Element

## Ray Tracing

# Script

# Unique Element

# Summary

# Future Work

# References

## Github

## Assets

## Scripts

## Report References

# Appendix