Cult shit!

Enemies:

Pathfinding – base finished

Walk routes – set up once levels are made

Look for cult members – base finished

Attack when spotted – base finished

Search if out of sight – need to fix

Scenes:

Campfire

Street corner

Homeless shelter

House

Controls:

Game Pad – movement and shoot done

Player:

Amount of followers

Stats

UI:

Health

Followers

Influence

Money

Menus:

Follower Menu

Choose Location

Cult management

Internet recruitment