# NAME OF GAME

Dominic McNeill – 102061800

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# Requirements:

Interaction system with tooltips - outline shader should be displayed. (just change the material)

Inventory system (going to be slot based) - pick up items, discard items and use them.

Subtitle typewriter system with voiceover (subtitles) - VO should be synchronised.

Document viewing system. (use interacting system to display a readable document, same font as game world). (with overlay toggle to make text readable). (input locks). - back faded background. (key inputs should be rendered on the side).

Keypad puzzle. (connected to something). Zoom into keypad smoothly and change to keypad view. - should glow.

- all keys to display digit on-screen.

- require 4-digit code.

- LED lights should glow depending on right or wrong.

- clear key, delete key, confirm key.

Do not immediately clear the digits, leave them for a few seconds.

## Extra:

each key on keypad is highlighted.

3rd and 1st person mode.

implement controller support. buttons icons change according.

make the room bigger and make a monster AI.

make pickup able journal inventory.

maintainability index of 90+

# Pass #1:

## UI (wireframes):

### Main menu:

### Pause menu:

### Inventory menu:

### Document menu: