Accomplishments

- Connected the inventory system with the inspect mode
- Added rotation mechanic to inspect mode
- Added zoom in/out mechanic
- Started working on the Dialogue system
- Made a tracking system for assets
- Finished the STP and SRS documents

Next Week's Plans

- Work on the main UI, with the dropdown menus
- Start working on the crafting system
- Fix shaders/materials for the assets currently in game
- Cinematic zoom onto locks

This Week's Plans

- Add triggers for the Dialogue system
- Start working on the task tracking system
- Work on the locks, and torn pieces of paper interactable assets
- Find a good tutorial for the crafting system

Risks/ Help Needed

- Eylul needs help getting started with the crafting system
- Diego needs help integrating the Dialogue system

Important Meetings

- Meeting w/ Josh Morgan on 03/08/24
- Group meeting right after