

## Accomplishments

- Implemented a full inventory system with a pick up and drop
- Implemented an inspection system with a rotate and zoom
- Implemented a crafting system that allows players to combine items
- Implemented a task system
- Implemented a dialogue system with triggers

## What Didn't Happen

- Having non-destination based tasks, so crafting task doesn't actually recognize that part
- Figure out how to import the custom character animations
- Record the voice acting to include in the game
- Adding animations for using the lock and saving as input
- Adding custom collision meshes for the objects so you can't walk through them

## Accomplishments

- Implemented custom game audio
- Implemented a pause game menu
- Made full set of custom character animations
- Made full set of game assets modeled after the Keck Lab
- Implemented custom game lighting
- Wrote custom dialogue script

## What's Next for Escape Keck

- Figure out how to have pick up based tasks (might need a task system overhaul)
- Add animations to the lock on the locker and use the code as input
- Add the Annex level that includes an elevator cutscene
- Add a basement level that is first-person and has more horror elements
- Add everything that didn't happen