

## Accomplishments

- Finally finished the crafting system
- Started working on Pause Game menu
- Looking into cinematic zoom
- Task system functionality complete
- Started working on the Start game screen
- Finished integrating the Dialogue system
- Map layout completed

## Next Week's Plans

- Add the character
- Add the character animations
- Add the music
- Add a way to end the game
  - End screen or cutscene?

## This Week's Plans

- Integrate task system into the game
- Finish Start Screen
- Finish Pause Game Menu
- Add in the cinematic zoom onto locks
- Add user input on the locks

## Risks/ Help Needed

- Eylul needs help with putting inputs on locks
- Diego needs help integrating the task system

## Important Meetings

- Meeting w/ Josh Morgan on 04/19/24
- Group meeting right after