

Accomplishments

- Started working on the task system
- Started working on the crafting system
- Completed the paper assets
- Completed the lock assets
- Working on some tweaks for the Dialogue system

Next Week's Plans

- Connect task system with the inventory system
- Add cinematic zoom onto locks
- Add a Pause Game menu
- Add a Start Screen
- Add an End Screen

This Week's Plans

- Keep working on the main UI
- Adjust the task system to do what we want
- Finish the crafting system
- Adjust the map to just be the room with a transparent wall in the front

Risks/ Help Needed

- Eylul needs help with the crafting system
- Diego needs help with the task system

Important Meetings

- Meeting w/ Josh Morgan on 03/22/24
- Group meeting right after