**SIGNIFICANT MECHANICS:**

FREEZE RAY - Currently deletes objects with the "freezable" tag. Objects hit with the freeze ray will either be destroyed or change states (overheated -> regular). When the player left clicks, a projectile exits the gun and moves in a linear path towards its intended target.

INVISIBILITY GOGGLES - Upon holding the "e" key, certain objects in the game environment will appear. The player will be able to use the goggles to see hidden paths and traverse them.

TELEPORTATION - Upon pressing the "q" key, the player is teleported a set distance in front of them. When the player presses the key, the location of an empty game object in a certain distance in front of the player is marked, and the player teleports to the said location.

**Models**

In the Art Test we have

1. A Retro TV shown with the multicolor pixelation.
2. Table which the TV is on top of.
3. A file cabinet
4. An office chair next to our desk
5. A potted plant sitting atop the file cabinet
6. The office phone which sits atop the desk.
7. The desk which holds the phone and computer!
8. A film camera in the corner ready to shoot the shots!
9. A film chair next to our film camera and the retro TV
10. The computer atop the desk which shows out binary code