Sprint Documentation

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Class: 2AHITM
Project Name: Where are you
GitHub Repository: https://github.com/htl-leo-medtwt-projects/2425-sommerprojekt-2ahitm-EmilyHartmann6.git

1. Player

- Placeholder asset used (no final player sprite implemented yet).
- Player movement implemented using the **WASD** keys.

2. Collisions

- Colliders have been added to various objects.
- Collision detection is functioning between:

  o Player and environment objects.

  o Player and doors (triggers side/room transitions).

  o Player and a specific box that triggers the video for the first ending.

3. implementing the first ending

- After triggering the box, the game returns the player to the first room.
- Collision with the box initiates a cutscene.
- After the cutscene, the page reloads, effectively restarting the game.

4. Cutscene (first ending)

- The cutscene was added using the <video> tag.

- It starts automatically and runs in Fullscreen mode.

5. second ending

- The room for the second ending has been added.

- Colliders were implemented for interactive elements.

- A Stanley Parable reference was included.

Goals for the next Sprint:

- Implement a distinct ending:

  o Body double ending

- Add a letter item that warns the player