# Feature list

1. The protagonist of the game

The protagonist of the game will be controlled by the player, able to interact with interactive elements such as scenes and items in the game, and able to communicate with NPCs.

1.1

2. Game scene

The game scene will include the environment adapted to the game story, music, NPC, etc., clues related to the direction of the game story, interactive items, etc. When the player walks to some areas of the game scene, events will be triggered, or scenes will be switched.

3. Interactive items

Interactable items refer to items that exist in the scene and can be interacted with by the player. They will serve as important clues to promote the storyline of the game. After the player obtains the item, he can check it to obtain the information in the game.

4.NPC

NPC can communicate with the player, control the movement of objects in some scenes, and control the occurrence of events.

5. Check existing props

Players can check the props that have been interacted with to recall the stories that have happened, check clues, and obtain important story information to complete decryption and other activities that promote the development of the game's storyline.

6.Camera

The camera of the game plays a very important role as an "eye" that allows players to intuitively see the content of the game.

6.1 Main Camera

First of all, the game needs to have a main camera to help players see various content in the game (background, characters, items, etc.)

7.UI

As a graphical interface that can improve the efficiency of human-computer interaction, UI needs to be designed to be as beautiful and concise as possible. Allow users to distinguish its function at a glance.