For milestone 4 we worked on completing our video game project. We decided to remove the behaviour where the player bounces off of the ground enemies as this confused players since they did not realize that they were still able to attack downwards. In addition we added a shop keeper NPC from which the player can purchase items, as well as an introductory tutorial-style level that the player has to pass through at the start, in order to get familiar with the game mechanics. In addition we also added a help button in the main menu that the player can select to see the game controls and objectives again. We also added multiple weapon animations and sound components as well as fine-tuned the projectile behaviour of the bow weapon. We also added a health potion that enemies would sometimes drop upon death, to help the player regain some lost health, as well as an associated counter. To simulate the different environments that the player encounters throughout the game we also updated the rooms and level templates with different backgrounds and textures depending on which stage the player is currently in. As part of the cave environment we also implemented a lighting effect, so that only the immediate area surrounding the player is fully visible. In order to complete the game we also added a final boss to the last level of our game. We also decided to change the control scheme to xyc + arrows, after receiving some feedback during crossplay about player controls. Our game does still support a controller in addition, as before. Due to this change to the controls we had to update the help screen that gets shown to the player when they select it in the main menu.