**Name:** The Final Exam

**Concept:**

You are a student who fell asleep at the start of one of Majid’s tests. You fall into a dream that takes place in a dark, nightmare version of the school. In the dream you need to find your complete study sheet to remember the answers to the test before you wake up. The study sheet is broken into (?) pieces that are scattered around the school, and you need to find them all and exit the dream area to win the game. There will be invisible(?) monsters that follow you through the game and try to kill you(?). You can only locate them by listening for the sounds they emit or, if they’re close enough, you can just barely see them (semi-transparent?). Your only tool is a magic flashlight that you must use to light your path and to deter the monsters. You deter the monsters by using a colour-pulse attack that matches the colour of the monster you’re attacking. Your flashlight has a regular bulb that’s constantly on as well as 3 coloured bulbs that are used for pulse attacks. Your flashlight consumes batteries, which you can find around the level. Pulse attacks consume batteries more quickly. If the enemies touch you, you die, and you have to restart. If you run out of batteries, your flashlight is disabled, but all battery pickups emit a light that allow you to locate them easily and get your flashlight going again, but the enemies chase you down more quickly while you’re out of batteries.

**Tasks:**

Mike: prefabs for objects contained in the level

Justin: prefabs/scripts for the monsters and players

Geo: prefabs/script for pickups & project setup

Diego: map design with mike

Evan: navigation script