Dreamscape

**TEAM #:5**

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**CSE 3310-001**

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**EXCEPTIONS**

**NOT COMPLETED:**

* MENUS:

-Settings

-Player Menu

-Skill Menu

-Tools Menu

* PLAYER:

-Player Stats: Health, Stealth, Skill Points, Satchel

Levels

-Tools Inventory

-Protective Gear

-Movement Drag

* LEVELS:

-Enemy Alert State

-Satchel Items: consumables

-Sentry Enemy

-Keys

-Special Items

* Environment:

-Interactive Environment: Obstacles, Switches -Hazardous Environment: Spikes, Water, Fire

-Obstacles

* Player Movement System:

-Movement Items: Jump boots etc.

-Usage of Consumables

* Fighting System:

-Item Usage