Script	Scene/Node	Purpose	Scene Picture	Hierarchy Picture
Puzzle2_TEST.gd	Puzzle2	**func _on_puzzle_pressed():** show popup **func _on_puzzle_close_requested():** hide popup		
ifelsepasscode.gd	Label	**func _ready():** retrieve global passcode and display in if else statement		
Robot.gd	Robot	**func _physics_process():** change robot direction based on player position **func _on_player_detection_body_entered():** condition to chase player **func _on_player_detection_body_exited():** condition to stop chasing player		