

# Project 6 Update: The Finals Week

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## Work Done

Trevor: Player movement and first-person camera, partial level design

Isabelle: Monster AI

John: Start Screen

## Issues Encountered

Not much has changed in terms of approach, however, our work methodology has changed a little bit, as we found that it was too difficult to work on level design and monster AI simultaneously. Instead, we work in sprints, one portion of the level being done, then swapping to make sure the monster works in the new level, then making sure the title screen still works, and we repeat. We just do this to make sure Unity doesn't scramble anything across pushes from different team members.

## Patterns

Singleton (Monster)

MVC in very early stages

## Class Diagram

<https://imgur.com/a/BfEsG5C>

## Plan for Next Iteration

Finish the remainder of the first level and make the 2nd level

Add object hiding logic (player is behind a desk while the monster is in the room)

Add monster spawning for each key collected

Add keys to be collected

Add door logic for finding all keys

Add win screen logic