

NOTE: Additional changes may take place in further versions of the level/project.
`r.Streaming.PoolSize 0` can be used if meshes are not displaying properly.

Goal

The goal for this milestone was to make the level functional, which meant adding in logic for the doors that needed to exist across the level. Minor adjustments regarding lighting were made, as well as additional meshes added throughout the level to make the level feel more complete. Sounds were added to help with player feedback, and a simple UI was created to let the player know when they can interact with something.