Documentation

Aakash

Group members:  
Aakash, Vani, Ashwin

I did these 6 points worth of items:

Design/Visual:

1 - Layout the level (Only one person in group can claim)

**You need to include screenshots for design/visual items, or I will not be able to find it or know who did what**

Coding:

1 - Particles used

1 - Trigger event when player moves into area

1 - Add physics to slope assets that the ball can roll on.

1 - physics aggregates attached to new objects (Not what is already done for you, not using my addPhysics function)

1 - Detect if physics mesh touching other meshes to trigger events or messages (eg. Making a "You Win" object become visible). Use if (mesh.intersects(othermesh)) { do something }

Vani

Group members:  
Aakash, Vani, Ashwin

Design/Visual

**You need to include screenshots for design/visual items, or I will not be able to find it or know who did what**

Coding:

**ASHWIN GEORGE – STUDENT D**

Design Items (2 points)

(1 pt) Create outline/cartoon style for certain interactable (inverted hull)

A cartoon of a building with a sign

AI-generated content may be incorrect.

(1 pt) Vertex paint or bake lighting into vertices for props

Code Items (4 points)

(1 pt) Trigger music to play automatically on scene start



*-Added background sound in the start of the game. Shown in the above video.*

(1 pt) Sound triggered on action (hit gong, door opening sound)

*-Added quack sound to the ball*

(1 pt) Use teleport points instead of free teleport

A cartoon house with a pink door and a pink and green building

AI-generated content may be incorrect.

(1 pt) Trigger animation on click (e.g., moving obstacle, rotating bridge)

A cartoon character on a candy land

AI-generated content may be incorrect.