Read Me File

# Original challenge:

For the original challenge I did tier 1-2 however some minor issues that was mentioned have now been fixed such as X automatically bringing player to the next level without talking to Jambi as well as ammo counter now working properly throughout the levels. This fulfills the challenge 3 in its entirety.

# Visual change:

I added a bonfire in the little hole of the first scene where I saw it was fitting in. I also added a little boy near the lake who’s supposed to be out fishing to complete the normality of the scene. As we have broken robots and animals acting like human as seen in fantasy this seemed a fitting change. I also added a little fox wagging its tail. These three visual changes fulfill the two requirements.

# Audio change:

For my audio changes I used a different pick up on the ammo collectibles, they play upon picking up ammo. I also changed Jambi to laugh when his dialogue plays. Making him “talk”, like other humanoid characters. Like animal crossing. The audio changes fulfill the two requirements.

# Gameplay change:

My first major gameplay change I decided to make a speed boost item which is placed near the child near the right-hand side. It’s a blue potion to signify speed and is optional should the player want to speed run the game. I decided to also add a collectible pick up effect to this item to make it fit with other objects. This fulfills the significant change ½ requirement.

My second change is somewhat significant and has the enemy do more damage to Ruby and is faster than Ruby. It will do 4 damage instead of the other two hard and regular enemy and will guard the first area as an optional enemy that will still count towards the x/6 robots. This should satisfy the somewhat significant change 2/2 requirement.