My minigame is called Fruit Farmer. In it, you play as a farmer cat(the sprite of which is based on my cat) trying to collect ten fruit in ten seconds.

The game is controlled by pressing the left and right arrow keys or the A and D keys. This allows you to move from side to side, and use your basket on the player sprite to catch the fruit. A counter is in the top right to show how much fruit you have so far, and a timer is in the top left to show how much time you have left.

My game meets all the basic requirements by being a single-player Unity 2D game, playable with keyboard, with 2-second start and end states and a clear goal with a win and lose condition, that is not a clone of a basic Unity tutorial or previous assignment. These were all the guidelines of the assignment, and I met all of them.

My game meets all the audio requirements by featuring audio during the start of the game, background music during the game, a sound for winning and a sound for losing, and a pickup sound effect when catching fruit. These were all the guidelines of the assignment, and I met all of them.

Finally, my game meets all the visual requirements by having a background, player sprite, and particle effects, all of which I made with pixel art myself. It also has a clear UI of a timer and fruit count, which I mentioned in the gameplay section. These were all the guidelines of the assignment, and I met all of them.