1. What animation changes were made:

-Flags added at the starting line that flow like real cloth.

-Fireball added behind bowling pin to make it look like it's flaming.

1. What lighting changes were made:

-Lamp posts added with lighting elements included.

-Moon added to background to add white-blue lighting from the opposite side of the game from the sun’s skybox lighting.

Assets used:

[Star Pack - Advanced Sparkle System | VFX Particles | Unity Asset Store](https://assetstore.unity.com/packages/vfx/particles/star-pack-advanced-sparkle-system-185515)

[Cloth animation based Flag | 3D Exterior | Unity Asset Store](https://assetstore.unity.com/packages/3d/props/exterior/cloth-animation-based-flag-65842)

[Street Lamps 2 | 3D Exterior | Unity Asset Store](https://assetstore.unity.com/packages/3d/props/exterior/street-lamps-2-260395)