**Team 29 - Egor Nikiforov and Gavin Schmidt**

**Visual Changes:**

Egor: Added two characters, the monster and the fish. They’re silly little sprites, also quite low res. Animated them, now the scene looks more lively

Gavin: I added a particle effect to the cog’s collision to make it seem more like the cog hit something. I also added a visual ammo tracker for my gameplay change to better monitor how much ammo is left.

**Audio Changes:**

Egor: Added sound to win and lose screens. Wrote 2 themes using a sequencer; Hans Zimmer called, said they’re epic. Next time I’m writing the entire score.

Gavin: I added an electrical buzz to the new danger zone that Egor added to signify its danger a bit more. I also added a drill noise to fixing the robots to give more indication of when the cog successfully landed and fixed the robot.

**Gameplay Changes:**

Egor: Added an instant kill zone, around the broken telegraph post. Created an electric lightning particle system to indicate the danger zone (the actual collider is a bit smaller, had to make it easy). High voltage is no joke! This addition makes the player consider being more cautious as they traverse the map, but also is kind of tucked out of the way so the player does not have to worry too much about it.

Gavin: I added an ammo system where Ruby can hold 10 cogs and will deplete them as she throws. To make this a little less daunting, I added a +5 ammo pickup to fixing the robots, so ammo is still plentiful. This addition makes the player consider being more conservative with their bullets, but does not truly limit gameplay or increase difficulty by any large margin.