Lab 12

Intermediate Game Design – CITA 312

Prof. Awedat

Grace Fowler

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**Github link**

https://github.com/F-llFr-mGrace/Last-submission

**How did you implement hit points for enemies?**

Easily

**What challenges did you face when using Timeline for enemy waves and dialogue?**

I did not incur any challenges

**How did you enhance the visual and audio experience of your game?**

I used my own HDRI (Skybox)