Bedtime Bash

This project showcases my technical and leadership skills as I led a team of 3 programmers within a group of 18 members.

- **Team Leadership:** Gained strong management skills by breaking tasks into atomic components, delegating based on teammates' strengths, and ensuring deadlines were met.

- **Technical Challenges:** Aligned physical weapon mechanics with visual animations to create a cohesive player experience.

- **Enhanced AI:** Implemented a state machine pattern for enemies and leveraged Unity's **NavMesh** for improved navigation and behavior.

Skills/Tools: Unity, C#, NavMesh, State Machine Programming, Team Leadership.