

## **Team Members**

Arash Afshari  
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## **Modifications to the Game**

**MINOR:** A minor modification that we added to the game was the behavior of certain enemy ghosts within the level. One of the first few Eye-Ghosts traverses out of their starting room and into the hallway before returning to their original position. Additionally, two Regular Ghosts have been added with an increased size that have the unique quirk of passing through walls because they are, well, ghosts after all. The addition and change of these movement patterns add an extra challenge to the player to ensure that the player must always be on the move, and is capable of being caught at any given movement should they stand still for too long.

**MAJOR:** A major modification that we added to the game was a stamina mechanic. When the stamina bar is full, the player will be able to sprint and move faster for a short period of time. However, the duration is quite limited, so once the stamina bar has been depleted, the player must wait until the stamina bar has been fully replenished in order to be able to sprint and outrun various enemies again.

## **Biggest Challenge(s) so Far**

We haven't really faced many challenges so far in our attempts to modify the John Lemon game as Unity has been quite cooperative as both a development program and a learning experience. However, if we were to pinpoint and mention some objective obstacles, I'd say that Unity's Version Control has been proven to be quite unreliable in sharing files and pushing changes to projects with group members, which results in us having to manually share compressed files over the internet via various, safe means. Additionally, scripts can provide a difficult time if Unity does not properly specify where the error takes place, but ultimately, our journey through the final assignment has been quite a breeze.

## **“Will You Continue Working on This Assignment?”**

If given time to work more on this assignment in the future, we would take the opportunity to flesh out more concepts and make this game more enjoyable for a wider audience. Some ideas include options for Multiplayer, as well as a quest or objective mechanic to encourage full exploration of the house before attempting to simply escape, such as locating numerous keys generated throughout the rooms in the house that will unlock the exit room once all keys have been successfully obtained.

## **Google Drive Link to Build**