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DIG 3480

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Regarding what I needed to change from the initial challenge, I had to complete half of tier 2 and all of tier 3. Specifically from tier 2 I had to implement an enemy counter as well as music tracks when the player lost on won. However, I did not do this as a time save.

In terms of added visual differences, they are slight but present. I added two new power ups, each having a unique sprite to represent them along with a particle system. These visual changes are seen as the player loads into the world and are apparent.

Also in regards to the two power ups I added, each one has a custom, royalty free sound effect upon pickup. The gear power up has an ascending chime to represent the effect of the power up and the speed up has a gradually ascending tone that I believe is a good audio representation of the player speeding up.

As for the two power ups themselves, I wanted to tackle two gameplay issues I had to make the experience more fun. I first thought Ruby seemed a bit slow and thus could have an issue getting away from the robots so I had her movement speed increased upon picking up the first power up.

For the second power up, it was a bit difficult to hit a moving target with a projectile that small so I made the gear Ruby throws significantly bigger. This way the player would have a much easier time hitting a moving target.