

Tiny Game Assignment

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I went above and beyond with this project because I added extra features than what was on the document. I added some animations using Unity's particle system. I made a moving fire using the Unity animator. I added some sounds for the fire and milk. There are different random sounds for the milk. I increased game's difficulty by adding a health bar, and the hand speed increases over time. There is a red filter when the player is on low health.

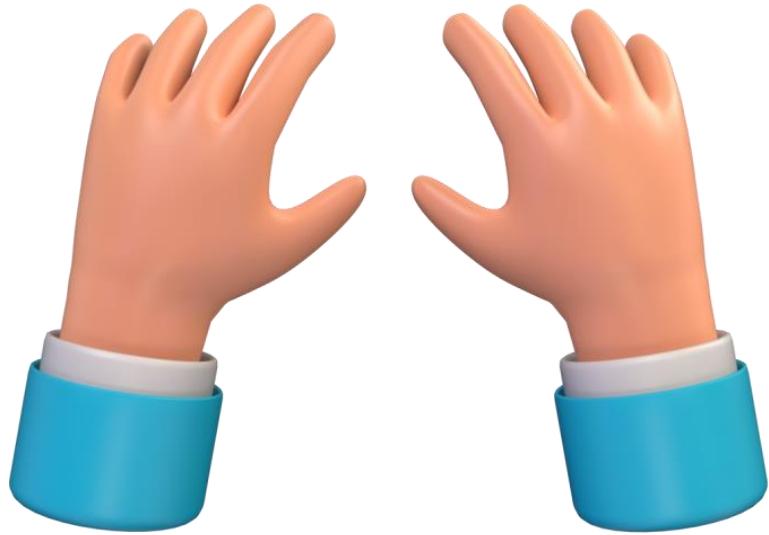
Sources:

<https://openclipart.org/download/292481/chocochipcookie.svg>





https://upload.wikimedia.org/wikipedia/commons/e/e7/DrPaulineNeveu01_Cookie.png



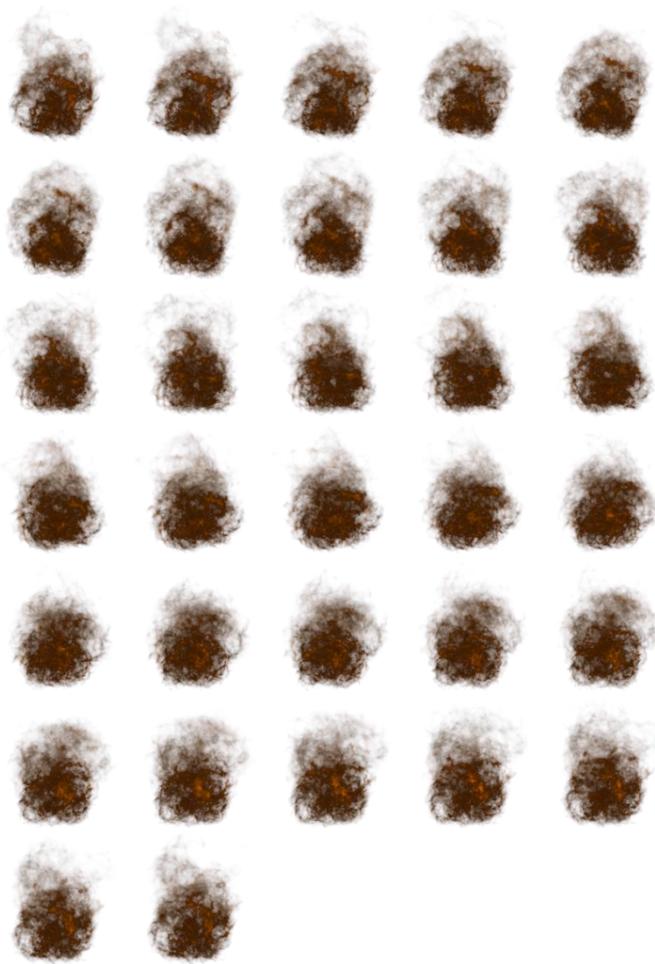
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Splash sounds:

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Fire Sizzle:

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Music:

👉 [Free Epic Music \(No Copyright\) "Fire And Thunder" by @cjbeardsofficial us \(youtube.com\)](https://www.youtube.com/watch?v=KJzXWVjyDwU)