

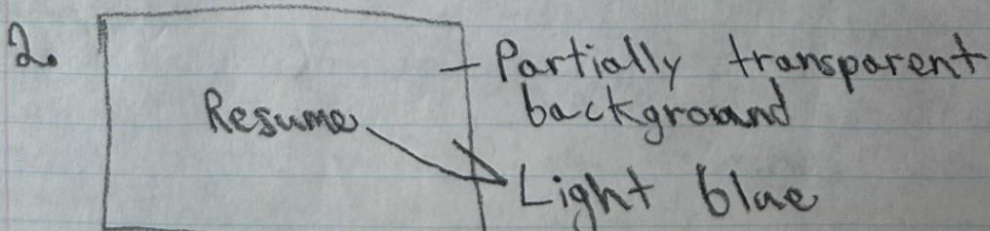
# Game Mod

## Possible Mod Ideas:

- Add upbeat <sup>music</sup> background
- Create a button that switches player skins
- Add abilities
- Pause or/and start menu
- Sound effects
- New controls

## Decided Mods:

1. Skin switcher, between 3 skins
2. Pause menu
3. Teleport with cooldown





## Timeline:

1. Added 3 png assets into Unity and made each single sprites
2. Made the script to swap skins when 'C' is clicked
3. Each asset was differently sized
  - ↳ Played with each sprite's dimensions to make them similar
  - ↳ Had to make sure it's size was in relation to the player's hitbox
4. Created a script for when 'R' is clicked, pause menu appears
5. Created a panel and text, added it to pause menu manager game object
  - ↳ The text wasn't being added because I didn't use text (Legacy)
6. Made a script so when 'S' is clicked, teleport 5 spaces in the facing direction
  - ↳ Changed 'S' key to left + shift because it feels better
  - ↳ Realized it's to OP, so I added a
7. ~~Realized~~ one second cooldown
7. No way of knowing when the cooldown is up, so I added a blue circle asset that appears on the player after ability is used. Then disappears after one second.