**Original Challenge:** To meet the final requirements of the original challenge, I had to complete tier 3; I created a second scene that’s only loaded after fixing the first four robots and talking to Jambi, two separate messages for telling the player to speak to Jambi and winning the whole game, and I made a cog ammo pickup that gives the player seven extra cogs.

**Visual Change:** The visual changes I made in this project are a new kind of flower that does a spin animation, and a purple puddle that appears to be pulsating and is used as a brand new gameplay mechanic. I also added a new sprite for the energy pickup which is a can of Red Bull.

**Audio Change:** For this project, I added two new sound effects: an old man grunt that plays when you talk to Jambi and metal pieces clanking together for when you collect ammo pickups. I chose the old man grunt for Jambi because I assume he’s an older fellow, and I chose the sound of metal pieces to make the same sound as cogs moving around in a bag.

**Gameplay Changes:** For the changes I made to the gameplay, I made a new hazard and a new pickup, both of which change Ruby’s speed for a few seconds. The new hazard is a poison puddle that slows Ruby down for a few seconds. I believe this new mechanic is significant and original because it adds more color to the game’s color palette and it’s a new environmental object that behaves like the spike hazard, but it doesn’t take away health. The energy pickup is a can of Red Bull that increases Ruby’s speed for a few seconds. I believe this new mechanic is significant and original because it allows the player to get around the scenes and fix the robots quicker and it allows the game’s story to be based in reality, somewhat.