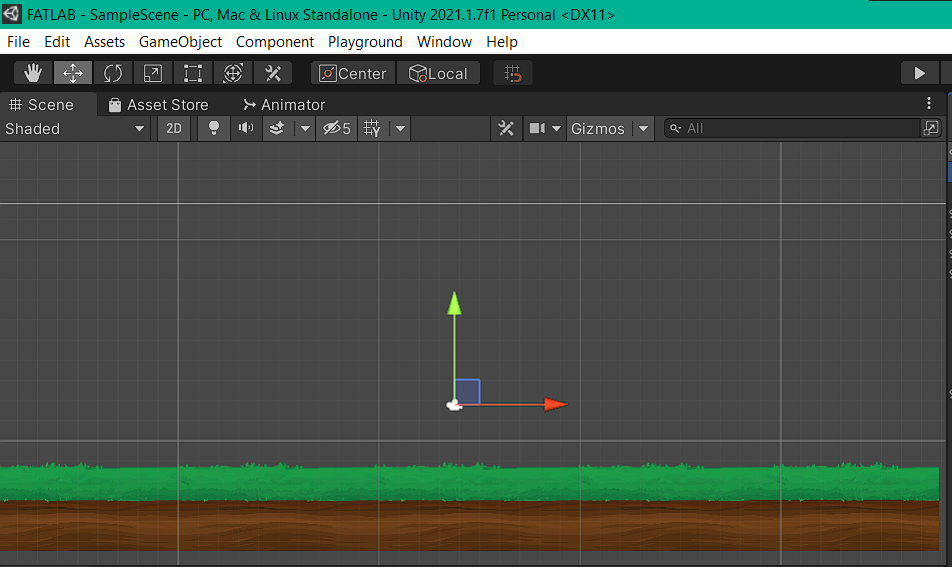
**Screenshots of the game:**

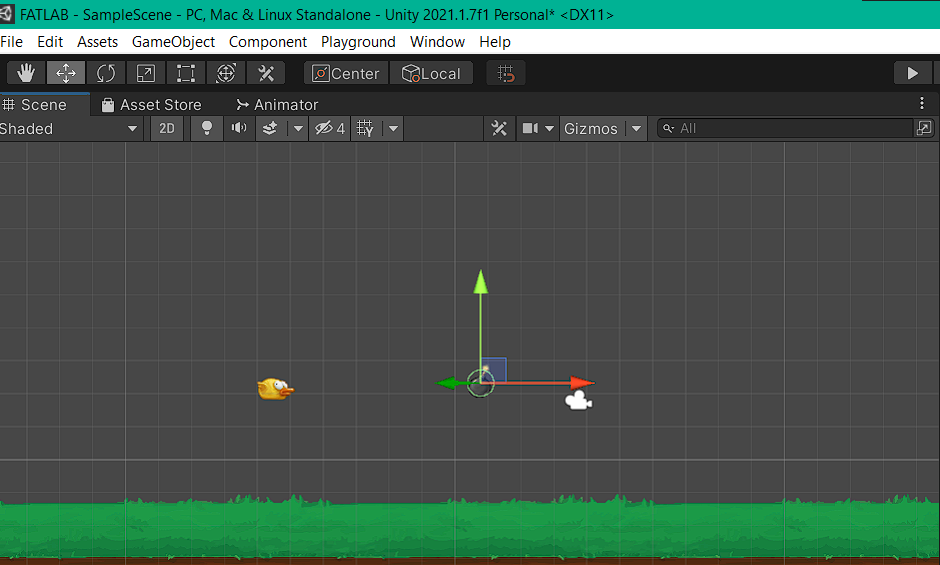
**In first level I have completed the below tasks**

* **Obstacles**
* **On reaching the pole next level**
* **Sound effects**
* **Lighting**
* **Player movement**

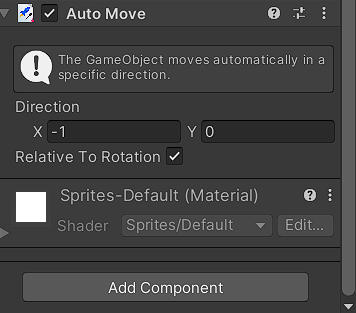
**In second level I have completed the below tasks**

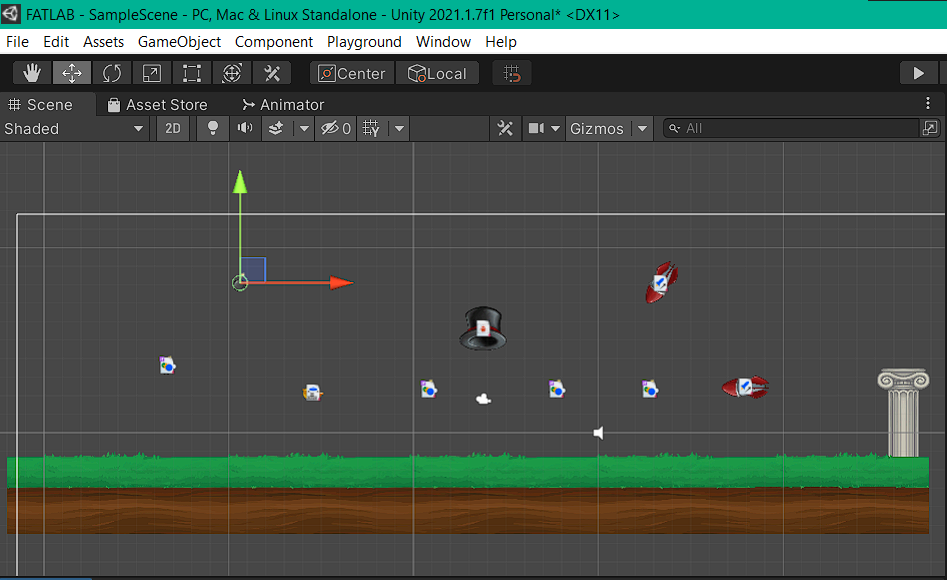
* **3 lifes of the player**
* **Cannot go out of the boundary**
* **Win caption**
* **Different type of patrol obstacle in 2nd level**

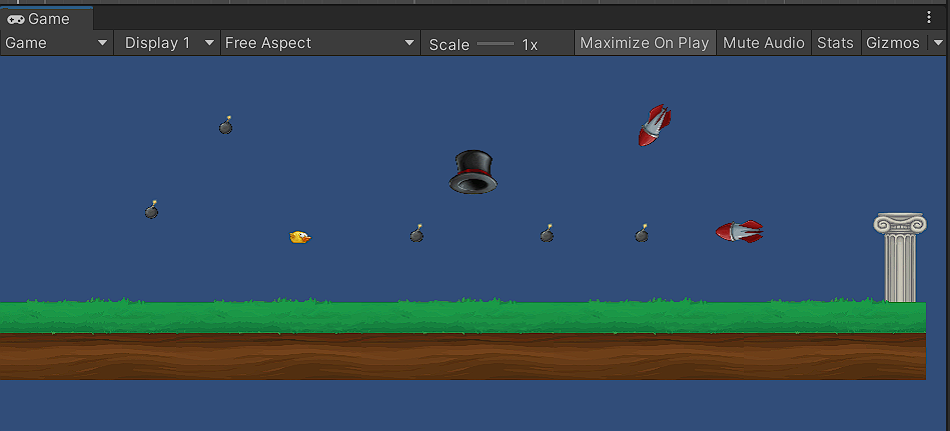
****

****

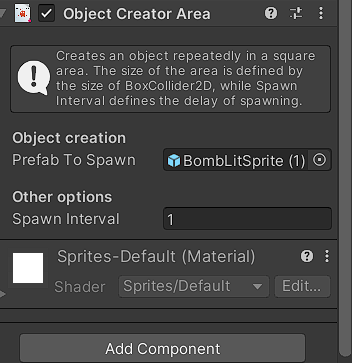
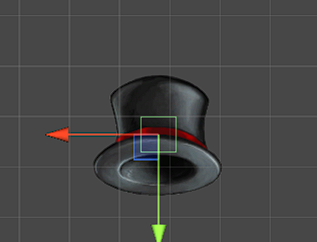
**For some enemy bomb sprites auto move is given**

****

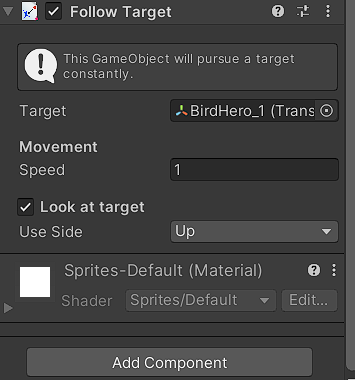
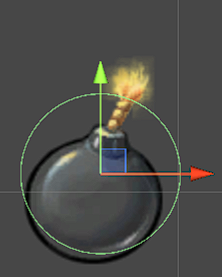
****

****

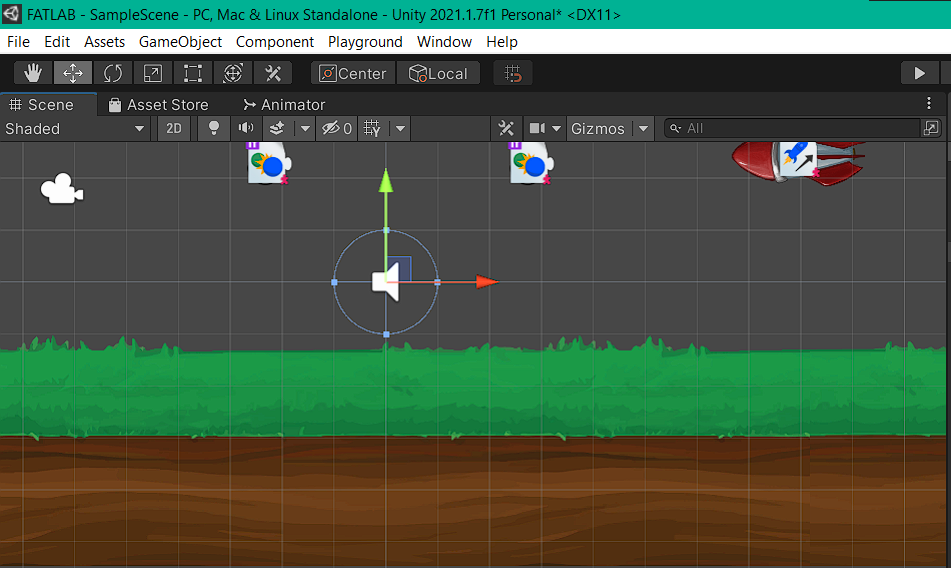
**From the hat bombs will be spanning**

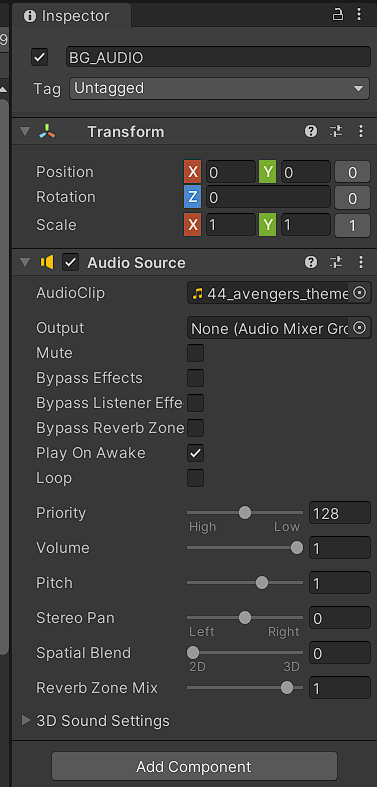
****

**Follow the player is given for some other enemy sprites as shown**

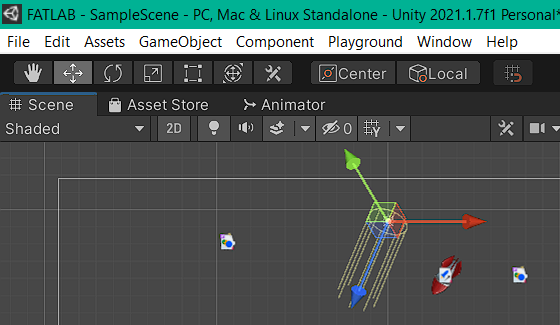
****

**Audio is given to play the music in the level**

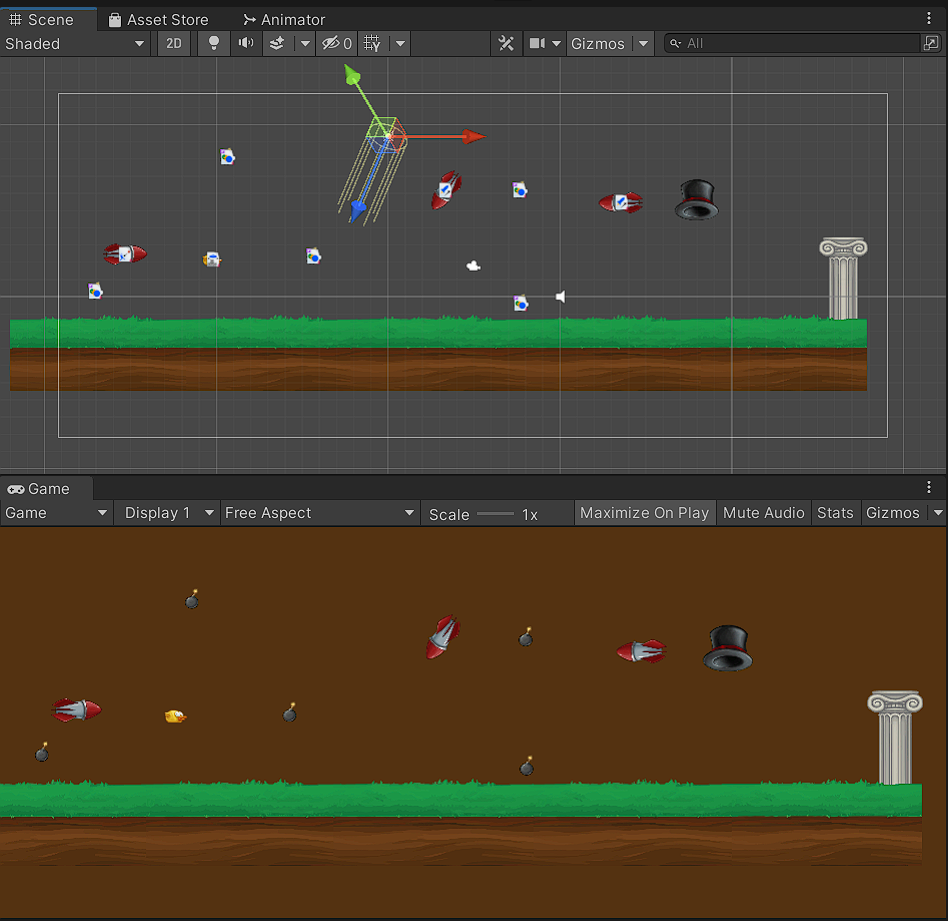
****

****

**Lighting:**

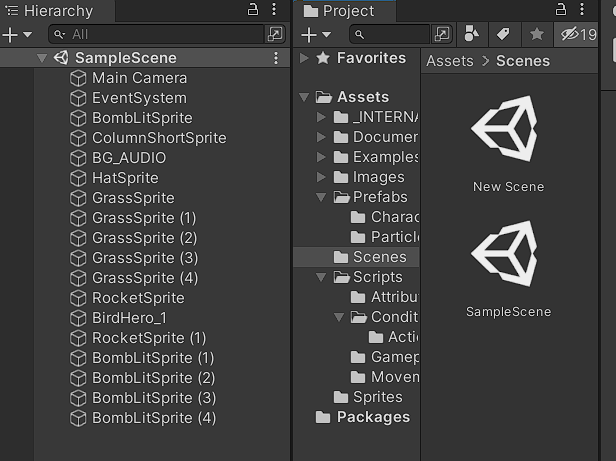
****

**Final level 1 design:**

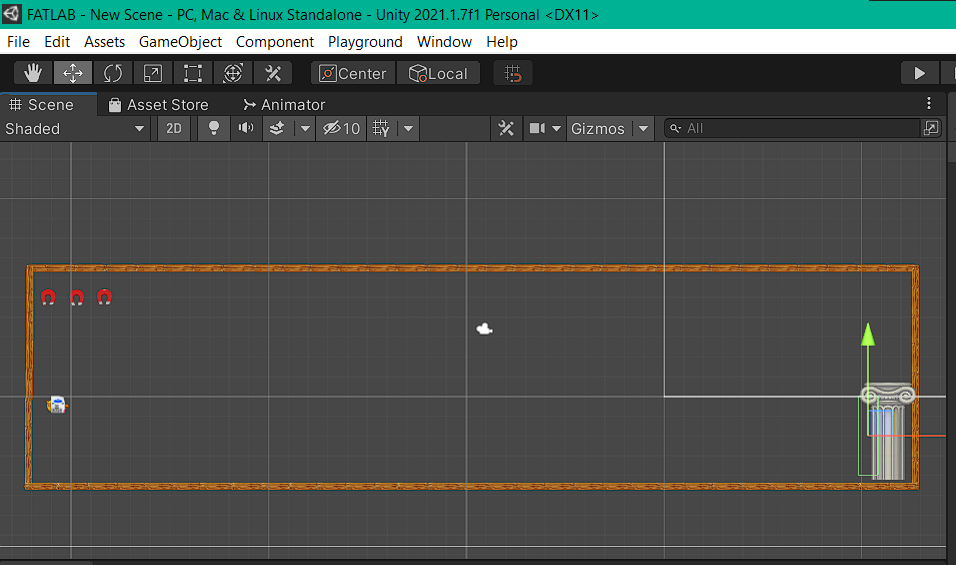
****

**On reaching the pole in the first level it redirects to 2nd level**

**Levels are created**

****

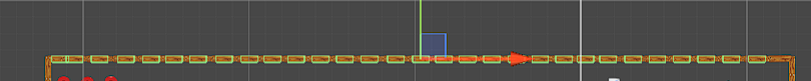
**Now level 2 starts:**

****

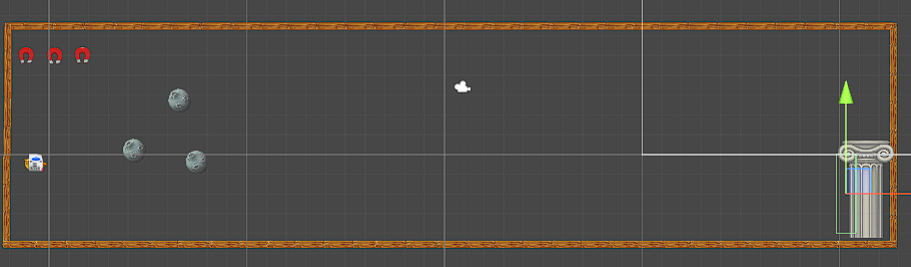
**In the above picture the 3 magnets are lifes of the player**

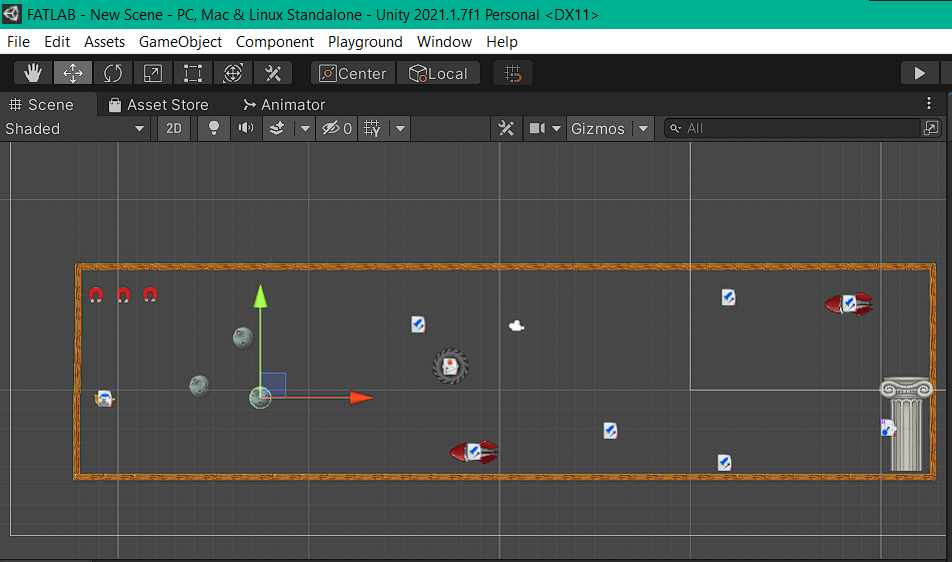
**On getting into contact with the obstacles one magnet becomes less and game ends if all the 3 lifes are over.**

**The pole is the goal,On reaching the pole you get win text**

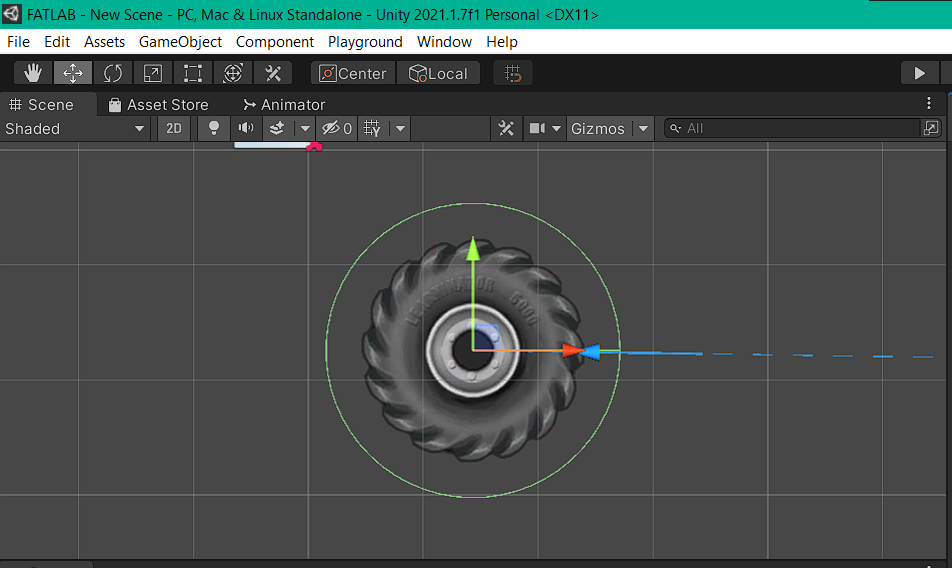
****

**Created boundaries with the help of colliders as shown above.**

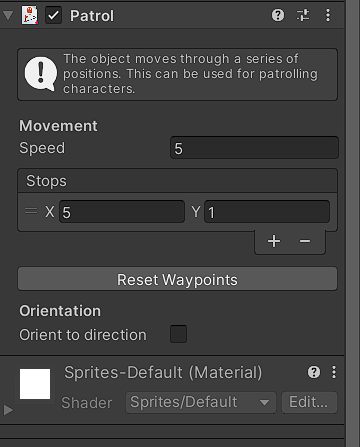
****

****

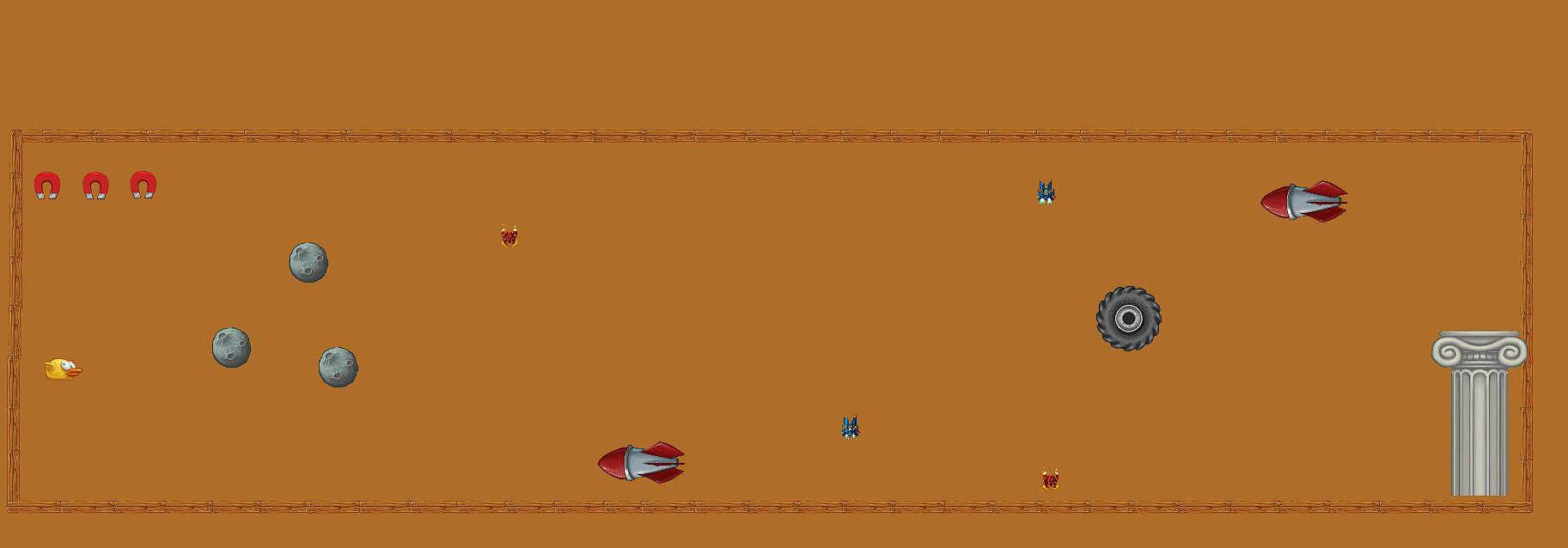
**Added several obstacles of different type in this 2nd level**

****

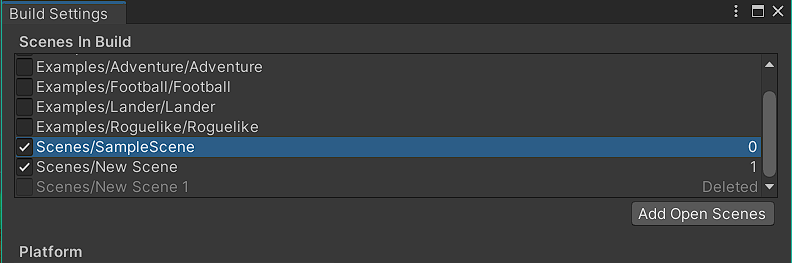
**Used the patrol script for the wheel to patrol in a area as the enemy**

****

**Second level complete design**

****

**Connecting the levels**

****

****