CMPM 121 Assignment 3: Relics

Logan:
I implemented the loading of the relic json data and the outline for how the relics are stored. I also made the original callbacks and found how to connect all of the endpoints of the events to the player and created some helper functions to enact those changes.

Naitik:
I implemented a relic system for modular implementation of new and existing relics. I also modified the event bus, and used those new events to implement and test the existing relic functionality. The relic system has a dictionary of trigger and effect functions for each type of relic, which works with the player controller and data from the json for appropriate trigger and effects.

Xavier:
I implemented the new custom relics relic effects and the UI for the relics. Most of the ground work was already laid for me which was nice given how behind I am in my other classes– or well, even this class. Nonetheless, this was still no easy task; I had to learn a lot of unity features on the fly given the extremely different structuring of this repository.

New Relics:
Anxiety: When you take damage, increase your speed.
Gluttony: When you take a spell, increase your spell power (lost when spell is dropped).
Hollow Orb: When you drop a spell, increase your spell power.
Glass Blade: When you kill an enemy, increase your spell power (lost when damage is taken).