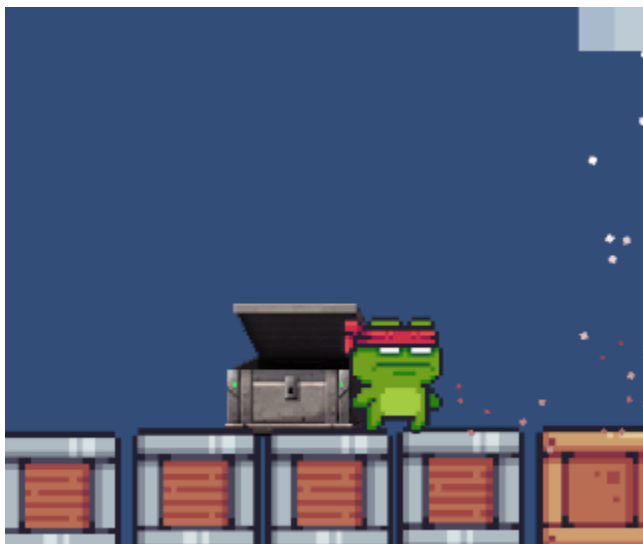For this lab this time around I added a particle system for the coins, the spikes and the door at the end of the level. First off, I added a burst for the coins when the player collects them, so they shoot out copies of the rings sonic style then fade out.

Next I implemented sparks for the door to emit when it opens during the grinding noises, to help make it feel more mechanical during opening.

The door sparks skip off the floor and then rise back up slightly, and lose brightness over lifetime, to help make them feel like they are

losing temperature or something along those lines. Finally I added some red dripping short lived particles to the player whenever they make contact with the spikes, to give visual feedback on the player character that they have just taken damage and lost health.

These remain squares for now because I did not have applicable sprites, and ran out of time to make any.

These particle systems also all have sounds, with exception of the spikes when taking damage, which were previously implemented and have now just simply been paired with the new particle systems.

I did also consider adding my absolute disaster of a frog particle system to the start menu, but upon trying it I discovered it is very hard to look at, so I opted to quell my buffoonery this time around.

Github link:https://github.com/Squishitron/Essentials