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Microgame Changes V2

For this iteration of the microgame. I added a couple of lighting elements, as well as some small animations to my game. For lighting, I added two “spotlights” to the starting line and added a spotlight onto the front of the player’s kart. I also changed the time of day. As for the aminations, I added animation to the two spotlights to have them turn towards the track at the start of the game.