Justin’s README

Visual Change: I added two new NPCs to the scene. One of them gives information on the controls while the other gives the basic objective of the game. Both of these NPCs have idle animations and have dialog boxes accessible with the X button. I placed them right near where the player starts so that they can easily be reached.

Audio Change: I added ambient soundtracks that were not present in the original game. I added aquatic sounds for the two prominent bodies of water in the scene, and I added industrial sounds to the house model. All these sounds have dynamic audio ranges tied to them, so that their volume varies based on player position.

Gameplay Change: I created a new powerup that increases the player’s speed when collected for a few seconds. To do this, I added a couple of new functions (One to initiate the speed up and one to disable it and return to normal speed) to the Ruby Controller script. With the way the function is scripted, the multiplier that the player’s speed is increased by can be changed in the Inspector. In addition, I also created a new “SpeedCollectible” script for the new item. As for the physical item itself, I took the preexisting health pickup in the game and edited it in Photoshop. I also added a passive particle effect for when it is spawned in the world, a particle effect for when it is collected, and a sound effect for collecting it.

Assets Used:

“Free Water Stream Sounds” by Gregor Quendel (<https://assetstore.unity.com/packages/audio/ambient/nature/free-water-stream-sounds-226371>)

“2D Character Sprite Animation – Penguin” by Nine Pines Animation (<https://assetstore.unity.com/packages/2d/characters/2d-character-sprite-animation-penguin-236747>)

“Sewing Machine (Free Sample Pack)” by InspectorJ Sound Effects (<https://assetstore.unity.com/packages/audio/sound-fx/sewing-machine-free-sample-pack-160505>)

“Knight Sprite Sheet (Free)” by Kin Ng (<https://assetstore.unity.com/packages/2d/characters/knight-sprite-sheet-free-93897>)