Known Issues:

Had difficulties following the instructions for making the code for the win and lost screen and the counting script. We went online and searched through many videos to help out. We couldn’t figure out how to restart by clicking R on the defeat screen, but we accomplished everything else. Creating the particle effects wasn't too difficult, however getting them to fire off at the correct positions instead of at a fixed point on the map took considerable time to figure out. There's only one issue with the player's damaged effect where entering a damage zone will rapidly spam the effect, but it works just fine otherwise.