**CHECK LINES OF CODE MENTIONS BEFORE SUBMITTING, SUBJECT TO CHANGE**

Anthony Rattigan:

Visual:

For my two visual additions I added a NPC and a environment piece. Next to the first NPC, Jambi, I placed an animated campfire sprite that plays a constant fire animation. In the top right of the game area, I placed an NPC with dialog like Jambe. It served no purpose other than being an easter egg for players to find, with funny text that displays when interacted with.

Audio:

For my audio additions I added two sounds that correspond with my new gameplay addition. First, I added a sound that plays whenever the player is in the process of reloading. After that I added a sound that plays whenever the player is trying to shoot a cog but needs to reload before they can do so.

Gameplay:

For my gameplay addition I added the additional mechanic of needing to reload after each time you shoot a cog. I believe this adds to the game because adds a new layer to the gameplay in that you have to pay attention to whether you have reloaded or not before you can shoot a cog. It also prevents players from being able to shoot many cogs at once, and instead focus on accuracy. The default setting is that it takes 1 second to reload, but that can be changed in the inspector. Audio plays both when reloading, and when trying to shoot when you need to reload. There is a UI in the top right corner that states how many cogs you have loaded and displays text whenever you are in the process of reloading. The code changes can be found in the new script, UILoadedBar, as well as in the RubyController script on lines 19-28, 93-102, 105-108, 113-120, 200, 217-238

Assets Used:

<https://assetstore.unity.com/packages/2d/characters/2d-character-sprite-animation-penguin-236747>

<https://assetstore.unity.com/packages/audio/sound-fx/free-sound-effects-pack-155776>

<https://opengameart.org/content/camp-fire-animation-for-rpgs-finished>