## EECS 290 Changelog

## Changes:

- Time for level 3 and 4 increased from 120 and 200 to 150 and 240 respectively
- There is now a delay when you die
- Player spawn location has changed for level 1
- Removed a rotating camera on level 1
- Added death/caught animation for when you collide with an obstacle
- Guards now have a punching animation to make it more obvious when you get caught