**DIG 3480 Microgame Peer Review**

Please do not include your name, student number, etc. or any other personal information.

**Microgame:**  FPS

I made a WINDOWS build of the game. I did not upload JUST the EXE file. I zipped the COMPLETE build directory and uploaded that ZIP file.

I included the screenshots of my changes just in case. Also, I filled out and uploaded this file.

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|  | **Type your responses here** | **Points worth** |
| **What was the overall theme for your modifications?** | To be a little bizzare, like a slightly haunted game demo. | 26 |
| **3D asset(s) added:** | Different types of cover from one pack, many other from the fps microgame assets. A lot of simple transformed cubes. | 6 |
| **Sound effect(s) & music added:** | Music - The Rain Formerly Known as Purple (Risk of Rain 2)  SFX - Blaster (Me)  Shotgun (Me + 10 gauge sfx found online)  Launcher (Me)  Flashlight click (Me)  Bot Detection and Blasters (Me) | 6 |
| **Skybox or camera background color modifications:** | Skybox changed to a space theme, from asset store.  Sky light changed to shadow a magenta color. | 6 |
| **Light(s) added:** | Area Lights behind pickups.  Flashlight connected to player. | 6 |
| **Animation(s) added:** | Pulsating Orbs at the end | 6 |
| **Particle effect(s):** | Radiating up through the tower.  Raining in the final arena. | 6 |
| **Camera modification(s):** | Fov set to a vertical of 78.  Flashlight connected. Post-proocessing | 6 |
| **Post-processing effect(s) added:** | Bloom increased.  Vignette increased.  Motionblur disabled.  Film grain increased.  Chromatic Aberration substantially increased.  Moderate color adjustments.  Lift, gamma, and gain decreased. | 6 |
| **UI element(s) added/changed:** | Changed color of health and jetpack bars slightly.  Changed font of all text to PressStart2P.  Removed background of compass.  Added flashlight prompt. | 6 |
| **Total:** |  | 80 |