**Alfred’s Changes:**

* Added a new item, the Quikiwi
  + Contains own idle animation
  + Contains own unique pickup sound
  + Contains own script, BoostCollectible
* Added a new NPC, Ninja Frog
  + Contains own idle animation
* Added an interaction sound for when the player talks to the NPCs

**Hudson’s Changes:**

**Trinity’s Changes:**

* Added the SlowMelon Item
  + **Contains own idle animation**
  + **Contains unique sound effect when picked up**
  + **Contains own script, SlowCollectible**
* **Added a new NPC, Mask Dude**
  + **Contains idle animation**
* **Added death music when Ruby dies**
* **Added Ammo/Ammo Count**
  + **Modified Ruby Controller script to have limited ammo**
  + **Created new scrip, CogAmmo, to add more ammo when Ruby runs out**