**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:**

* Added a new NPC, Scared Guy
  + Contains own Idle animation, to make him stand out as an interactable
  + Contains own unique interact sound, to signify that he refills the ammo resource
  + When you interact with him, he refills your ammo – gives the player a reusable source to restore ammo
  + Has his own personal script, along with several edits to the RubyController so they interact properly
* Edited the health pickup item
  + Has new sprite, and added animation to fit the visual style of the other fruits
* Edited ammo pickup
  + Script now updates ammo count UI element
  + Added a pickup sound effect to notify the player of the event.
* U/I now tracks ammo count.
* Added an timer to the SlowMelon item debuff, so that it wears off after a set amount of time
* Eating one of the speed modifying fruits no longer locks you out from eating other fruit
* Resolved various runtime errors such as when cogs collide with the new fruits

**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**