Ruby Adventure build 1:

I faced issues with particle effects that I found no solution I've tried:

* Fixing burst
* Changing the z, x and y-axis
* Changing layer information
* Using the provided script in the check you scrip function and reading the comments in Chapter 8 of particles
* changing/updating/reloading visual packages as well as removing them

Also faced issues with building the game for which i solved by going into the settings and disabling burst compilation.

I have an error with the enemy where the projectile will only fix him on certain parts of the map but I fixed that by updating the hitbox of it and the cog.

I also don't see the name of my team member on the canvas