Files that I have uploaded for the project:

**Documents:**

Minute Documentations

Power point presentations

Quick Unity Tutorials and Guides.doc

**Project:**

Most of the unity development was done on my end. Most assets were imported by myself as well as assigning them to prefabs and sprites. Myself and Willoughby worked on the prefabs.

All unity builds were created by myself.

Scenes:

BaseScreen

Controls

Gameover

Main

mainMenu

Scripts:

AnimationController.cs

audioController.cs

BeeController.cs

ButtonLoader.cs

levelController.cs

PlayerController.cs

SceneController.cs

UIAnimatorController.cs

UIController.cs

Animations:

BeeEntranceAnimator.anim

BeeSpinningAnimation.anim

FlowerEndAnimation.anim

FlowerIdleAnimation.anim

FlowerTransitionAnimation.anim

NewPlayerAnimation.anim

NewPlayerExitAnimation.anim

OpenIdleAnimation.anim

PlayerChangeIdle.anim

RotatingAnimation.anim

Animators:

AnimatedPlayersTurnText.controller

BeePlayer1Spin.controller

BeeplayerTwoSpin.controller

Character.controller

**Videos:**

<https://youtu.be/FF8r3B4StdI>

<https://youtu.be/JRVPXQjps-Y>