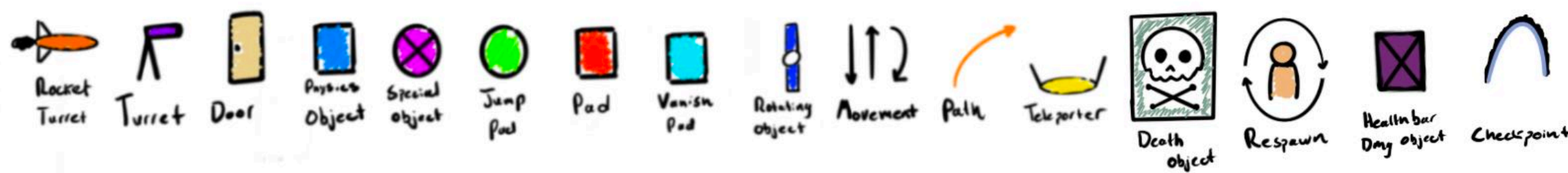


Unit 11 Lab - Last one is a rotten egg!

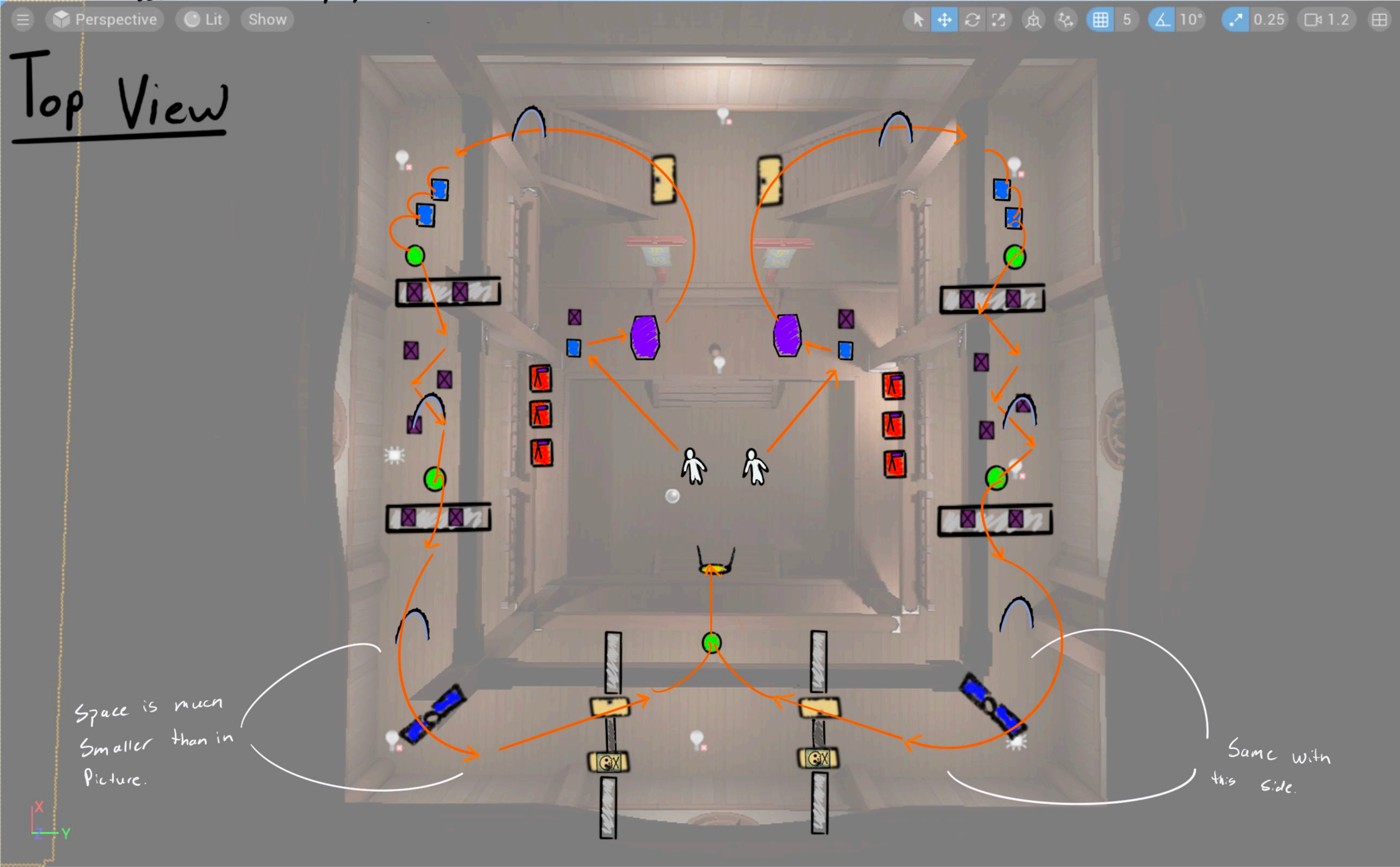
Jonathan Mendoza - 11 - 5 - 24

Notes: With death objects and some surprises the health bar won't last long in the race between 2 players

Key



Top View



Space is much smaller than in picture.

Same with this side.



Unit 11 Lab - Danger! Danger!

Jonathan Mendoza - 11 - 5 - 24

Notes: Some of the changes I would like to add would be a delay on turret and w/ a health bar make it more intense.



Unit 11 Lab - 5 lost treasures

Jonathan Mendoza - 11 - 5 - 24

Notes: The idea about this is implementing the health bar and respawn checkpoints. Now certain things will do damage but you will have multiple tries with checkpoints.

