Changes since presentation:

**GENERAL**

- No more ghosting so player doesn't get frozen when they spam buttons

- Sped up animations

- Improved hits on enemies by making them closer to the ground and increasing hit box size

- Tweaked player jumping speed, physics etc to improve overall feel

- Changed some audio files and removed others that were too repetitive

- Added a voice hint script so that audio clips of voice hints can be added to objects

- Changed buffers for camera so that more is visible ahead of the player and these values can be adjusted. Works with player changing directions also, when the player turns and then starts to walk the camera will move ahead of them until the player is at the buffer zone limit.

- Added game over scene that redirects to main menu

- Added a README to read over before the game with controls and useful tips

**BOSS SCENE**

- Added visual and audio cues to boss scene so that players know what to do

- Added colliders to boss scene so player can’t fall off map

- Added Boss health UI

- Player now has to be kicking in order to take a life away from the boss

- Added animation for when you do damage to the boss

- Small bug fixes

- Added sound feedback to Boss scene

- Added bolt shooting animations to boss to show they revive him

**MAP SCENE**

- Added more zones to map scene to kill player if they fall so that they can’t bypass certain areas of the map (like the first set of platforms)

- Improved overall playability of level and streamlined player's ability to jump platform to platform by equalizing distances for the most part except in some places where we felt the jumps should take more time or be more challenging so we PURPOSELY change the flow of the platforms in order to add difficulty to the game.

- Picking up the spin kick makes player automatically do the spin kick

- Tweaked placement and speed of enemies

**Small Bugs**

Even with tweaks there remain a couple small bugs

* The player can outrun the camera if they constantly jump because the camera only catches up if they player is still and grounded. We have tweaked the camera but couldn’t manage to get it flawless.
* Animation for spinkick doesn’t start until player hits the ground but to try and fix it caused many other problems so it’s still in there.
* When fighting the boss, there is a NullReferenceException however there is no reason for it because the game still functions as it should.