Contributions

**Scripts**

* Player movement scripts: gives the player the ability to walk and jump to move around levels.
* Game manager script: handles switching between levels and storing information between levels.
* Procedural generation scripts: maps out how levels are connected to each other in a pseudo-random way.
* Shrink and grow mechanic scripts: controls how and how much an object grows or shrinks.
* Bullet scripts: interacts with the shrink and grow script to determine if an object should shrink or grow.
* Camera script: determines how the camera follows the player and sets limits to where the camera can go.
* Dialogue system: allows player to talk to NPCs like the butcher and the ray gun through dialogue boxes.
* Interactable system: allows player to interact with objects in different ways. For example: clicking E on a door or lever will activate it or going close enough to the ray gun activates it.

**Scenes (Levels)**

* Puzzle Level 1: created one level for the game.
* Main menu: created the main menu functionality for the game.
* First two areas that introduce the ray gun and lead you to the Hub World.