

Team Members: Noel De La Cruz, Reagan Jewett, and Me (Shaun Feagles)

Modifications: I made the base game and helped with the minor modification, changing the ghosts behavior and how they moved around the game.

Biggest Challenge: The biggest challenge I had was initially using the wrong version of Unity where I couldn't follow the tutorial due to the differences in how the core program worked and had to restart. Additionally, I am still new to coding so understanding how everything worked was a little hard.

Continuation: I do think I will continue on this game, particularly adding a weapon and more combat options would be fun to make it more of a fighter than a stealth game, almost like the original resident evil games.

[JohnLemonGame.zip](#)