**Final Project GDD**

The original challenge is missing some key features: the base scoring system, a second scene, and the ability to restart the scene. Therefore, the player will instead be teleported to another area within the same scene and base score can be added by increments of two from pressing the “Q” key to simulate progression. Similarly, if the player presses the “E” key, the game will show a loss state.

To change the visuals for the project, I’ve added two new animated characters to the game. Both characters come from Tutorial 1.5 and have been given gameplay purposes as well. This satisfies the requirement by adding two new and different characters that have animations.

To change the audio for the project, I’ve added two new audio files to the game which happen in response to two different gameplay events. One of the audio files will activate when interacting with both the new and old NPCs. The other audio file will activate when collecting a power-up.

To change the gameplay for the project, I’ve added a new NPC on level 2 gives the player an additional quest that must also be completed to win the game and a power-up which will increase Ruby’s speed. The new quest will have you chasing down dogs to get them to safety. To do this you must first interact with the new NPC then search for the running dogs who must be collided with to add to an additional score. You must find all 4 dogs and achieve a score of 6 robots fixed to win. This satisfies the requirement for two very significant and original changes to gameplay that are a result of changing elements of your game within Unity and C# code.