



# Timeline

Project: Otlas UPID:  
821bec4a-864b-4923-bfc0-63e4b8c3d8cb 

Add Integration

## Migrating projects from Collaborate to Plastic SCM is now available!

You can now easily migrate projects that are using Collaborate to Plastic SCM. Just login to Plastic SCM with your unity ID to get the process started.

Learn More  (<https://www.plastic SCM.com/plastic SCM-cloud-edition/migrate-unity-projects/>)

AG

a day ago

Angelina Gasharova

"2 sentences now spawn at the first two background transitions"

AT

a day ago

Ania Tselikova

"Tried the text thing"

AG

a day ago

Angelina Gasharova

"Changed number of coins from 5,10,15 to 10, 20, and 35"

AG

a day ago

Angelina Gasharova

"Perfectly balanced speed decrease now! Also did renaming of variables due to "clean code" necessity"

AG

a day ago

Angelina Gasharova

"Made speed get slower. Cleaned up a debug log leftover."

AT

2 days ago

Ania Tselikova

"Fixed the menu-button postiton in game"

AM

3 days ago

### File Changes

/Assets/Scenes/

Updated Game.unity

/Assets/Scripts/

Updated ChangeBackground.cs

Updated Dialog.cs