**Mini Game Design Document**

The Background scroll would have been explicitly reliant on the BGScroller script being related back to the GameController script. I was not able to successfully make the background work due to confusion with syntax and how to make it perform without compiler errors. If I had had a better grasp of understanding syntax, the code would have been placed within the void UpdateScore function, as part of the if (score >= 100).

The Audio change required a change specific to winning or loosing within the game. The “Game Controller” script was changed by adding public variables to fit the Winning Music and Loosing Music AudioClips, as well as adding a private bool that would affect the moment the songs would turn on and off in the game. Furthermore, the void UpdateScore function was changed to include the playing of the song if the score for a win was reached, similarly to void GameOver if the player is destroyed or time ends. The only drawback of the final product presented is that I was not able to figure out a way to stop the background music from playing, so the win and the lose audio layers over the background music when their intended effect is put into place.

The first significant change to the game was a time countdown. Including a private int to the variables set up the countdown at 60 secs, counting down until reaching 0. A public text variable was also included in order to place the text object into the interface of the game. The coroutine controls the time, and by include the timescale we make sure that the time is passing at real time.