Lab Week 3

50.033 Game Design and Development

1002911 --- Calvin Yusnoveri

Are you participating in the Weekly Lab competition? No

Provide the YouTube/other platform link to your screen recording:
https://drive.google.com/file/d/1mp-Rjxm3zu_hapLR1zW2Nru_TU397Zm_/view?usp=sharing

Provide the link to your lab repository (video is viewable in repo as well, as .gif):
https://github.com/arglux/50033-game-dev-lab/tree/main/lab-3

Describe what you have done to achieve the desired checkoff requirement for this lab:
Implemented all items in lab check-off which includes mario glowing shirt using shader graph + postprocessing & glowing mushroom using time node, breakable bricks that spawn coins and debris, particle system for fire with textured sheet animation and finally parallax background.
- Scripts added
    - ParallaxScroller.cs
    - BreakBrick.cs
    - Debris.cs
    - Coin.cs
- Assets added
    - Coin Sprite, Collider
    - Brick Edge Detector
    - Debris Sprite
    - Mario Shirt Sprite
    - Mushroom Sprite
    - Mushroom Sprite White
    - Parallax Background 3D Plane Mesh
    - Secondary Cameras to create Parallax
    - Fire Texture Sheet Animation
    - Even More Scripts
- General modifications that you have done:
    - Mario shirt glows when running
    - Mushroom white spots now glows green
    - Parallax Background moves with Mario
    - Camera movement boundaries and following Mario
    - Bricks can be broken
    - Bricks spawn debris and coin when broken
    - Fire animation using particle system