
Lab Week 2

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/1pW36hlphRvwowx4fk2bxSKP--skPXo3S/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-2>

Describe what you have done to achieve the desired checkoff requirement for this lab:

Implemented all items in lab check-off, including the background, camera movement and mushroom movement. Most implementations follow the tutorial given except mushroom movement, which uses setting constant velocity instead. Additionally, it springs to different direction depending on the speed and direction Mario is hitting the question box from.

- Scripts added
 - MushroomController.cs
 - CameraController.cs
 - QuestionBoxController.cs
- Assets added
 - Mushroom Body, Sprite, Collider
 - Question Box, Collider
 - Area Effector
 - Spring Joints
 - Pipes Sprite, Collider
 - Start & End Pole
 - Background Texture
 - More Scripts
- General modifications that you have done:
 - Mario running, jumping, skidding animation
 - Question Box bounce
 - Mushroom springing out, and changing direction on collision with walls
 - Camera movement boundaries and following Mario
 - Background