
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-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