**Lab Week 1**

*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/1RFCOY7gfXZCHfmT5aCUmqo6EyU7GkTGZ/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-1>

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

Implemented all items in lab check-off, including the reset method. Most implementations follow the tutorial given except for reset method (done by simply reloading scene).

* Scripts added
  + PlayerController.cs
  + EnemyController.cs
  + MenuController.cs
* Assets added
  + Mario Body, Sprite and Collision
  + Goomba Body, Sprite and Collision as Trigger
  + The ground Tiling, Collision
  + UIs (Start Button & Score Text)
  + Scripts
* General modifications that you have done:
  + Mario running
  + Mario jumping
  + Mario flipping
  + Goomba patrolling
  + Scoring when Mario successfully jumps over Goomba
  + Ending the game when Mario collides with Goomba and,
  + Resetting the scene when game ends (done with Unity Screen Manager by reloading the scene – called “SampleScene”)