**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