**Lab Week 4**

*50.033 Game Design and Development*

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**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/1a0icq83Ykcbz0hKJbHPelYsAPbPYP3aR/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-4>

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

Implemented all items in lab check-off which includes:

* audio mixers and various sound effects,
* snapshots and transition during death animation
* object pooling to spawn enemy accordingly when coin is collected or enemy killed
* scriptable object containing game constants – used in various parts
* 4 managers: game, central, powerup, spawn
* Delegates and events, e.g. onPlayerDeath, onCoinCollected
* Mushroom powerups using interface
* Powerup ui

Scripts added:

* + ObjectPooler.cs
  + GameConstants.cs
  + SpawnManager.cs
  + GameManager.cs
  + CentralManager.cs
  + ConsummableInterface.cs
  + PowerUpManager.cs
  + BlueMushroom.cs
  + GreenMushroom.cs
* Assets added
  + Audio Mixers Groups
  + Bunch of Audio source everywhere
  + Enemies containing ObjectPooler Script
  + Spawn Manager Game Object
  + Game Manager Game Object
  + Central Manager Game Object
  + Blue Mushroom prefabs
  + Green Mushroom prefabs
  + Goomba prefabs
  + Green Enemy prefabs
  + UI + power up slots
  + Even More Scripts
* General modifications that you have done:
  + Coin rotates
  + Audio transitions during death
  + Various sound effects
  + Delegate events: OnPlayerDeath, OnCoinCollected
  + Rejoice animation, death animation for mario
  + Power up can be collected
  + Power up can be consumed: increase speed or increase jump
  + Bricks spawn debris and coin when broken
  + Fire animation using particle system
  + Etc.