Finalise Gameplay

Simulate Colourblind Filter

ADD GAME MUSIC

MAKE DUMMY **MAIN MENU** for the Accessibility Settings!

OBSTACLES: Lerp horizontal and vertical, lerp scale too

Left Side: Status Indicators (GUI)

On the bottom of it: “Colourblind Assist = On/Off” --- ignore this part, I’m already using images

Upper Right Side: Timer and Score

Bottom Right: CC

“Player Actions: Jump/Dash/Steady/**DIE**”

“Recognized Voice Commands: YOU SAID ‘*whatever the user said’* ” --- Ignore this