Marble V2 Brice Wagner

1. Button Image Text and Slider are incorporated into UI

Used for volume, logo, clicking mute and text chat  
Scripts: MyDropDown, UI Functions

1. Data attributes
2. Coroutine- Starting block delay-   
   Coroutine script
3. Multiple scenes with game menu and end of level trigger restarting game!   
   Scripts: LevelComplete/GameManager
4. NavMesh- applied to moving traffic cone blockade on 2nd checkpoint. To slow down player between jumps. Loops back and forth continuously.

Scripts: NPCAI