

For our project, I was working on, I created the assets for the obstacles and the coins, and imported the features for them. I also created a health mechanic so that as time progresses, the player loses health, and can only recover it with the collection of coins or starting a new level. There are five levels that Anthony created. I also created it so that bombs remove 20% of the player's max health. I also added the sound effects for the bomb and the coins, and Anthony created the sound effects for the level completion and the death plane, as well as found the sounds on the online asset store. There is a life mechanic that the player loses lives, but there is no mechanic that stops the game. There are camera controls that Anthony added that used the mouse as an input (although they are not featured in this branch). We were unable to get our code to merge and spent hours trying to merge it but were ultimately unable to. We both created the controls for the player due to complications with communication, and ultimately we stuck with his control files. The coins are collectables as well that add to a total score that isn't reduced over time unlike the health. We were unable to add adjustable game difficulty. In terms of progression, we always had a white circle goalpost showing where the player should go, and used coins to typically guide them into mechanics. The first level was designed to showcase some of those mechanics in a safe environment for the player, by providing ample coins to collect. The second level was designed to showcase the camera, and the third was focused on controlling momentum.