

I did three parts: Biomes (50 pts), Weather (50 pts) and Audio (15 pts).

The previous version submitted accidentally commented out the snow effect for better observation purposes, and I've resubmitted the version with snow effect now.

Biome is a snowing scene with snow covered ground, snow spikes, snow flakes floating and some grass, flowers.

Weather is implemented by simulating snow by creating random snow flake blocks in the air and change the snow flakes' position every second to create a dynamic effect, and sky background also dissolves to dark setting in accordance with the scene.

For Audio part added the sound when player runs on the snow and treks in the waters, the path used is an absolute path(need to change accordingly).