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Additional RollaBall Points

A short description of what was added to the project:

-A speedup system where the player collects pickups to increase a speed multiplier

-Speedboosts where while the player is within the speedboost the speed multiplier is applied

-rudimentary distance scoring based on color, where red signifies the farthest distance traveled

-blender made ramp imported into unity via blender

Future plans would be:  
-randomized placement of speed multiplier pickups

-an actual distance calculation in meters

-finer ramp gradient for a less jarring experience

-more responsive side to side movement

-Ui with restart/exit after completion