===README===

Jaylee Vick – Ruby’s Adventure v0.1

The conclusion to the 2D expedition. This took a lot more work than I’m willing to admit; I’m not well-versed in C# yet, and I overcomplicated some things and broke others. I had to simplify and redo a lot of code, and I spent the last **eight hours** or so debugging it. It’s 2:30 in the morning as I’m writing this. I need a break.

===KNOWN ISSUES===

Issues with layers and overlapping objects; I’m not sure if I broke something or it was always like that, but I wouldn’t know how to fix it anyway.

===LIST OF CHANGES===

Art & Animation:

* Created two original animated props; both remakes of similar props I designed for the FPS microgame. One a brightly glowing orb and the other a contrarotating pair of pyramids, both bobbing mid-air over static pyramids anchored to the floor.
* The orb’s lighting also flickers; that one took way longer than I’m willing to admit for it to come out right.
* Speed buff below creates a smaller orb for the duration of the effect, flickering included.

Scripts/Gameplay:

* Added a script to the Orb prop, along with a trigger collider, with inputs for variables to boost the player’s stats – specifically their speed – for a limited amount of time when the player gets close. (Default 2x multiplier for 3 seconds, adjustable through the editor.)
* Added code to the RubyController script to implement the speed boost as well as trigger relevant indicators (a small glowing orb and powerup/down sounds).
* Probably also accidentally slowed Ruby down, so I guess that buff is useful now.

Audio:

* Added

===TEAM MEMBERS===

* Jaylee Vick (me)
* Michelle Radcliffe
* Alana Ackley

===CREDITS===

Unity – Base Ruby’s Adventure project.

Michelle – For providing the original build for this project.

“RPG Essentials Sound Effects - FREE!” by leohpaz for the audio assets - <https://assetstore.unity.com/packages/audio/sound-fx/rpg-essentials-sound-effects-free-227708>

All other assets not mentioned in other team members’ Readmes created by me in Adobe Illustrator and the Unity editor.