**Super Meat Boy Clone:**

I was able to implement:

* A forest environment like the first area in Super Meat Boy
* A platformer character controller
* A goal like the one in Super Meat Boy
* A tile map environment that can be interacted with
* A timer per level
* Scene change when collided with goal
* A main menu and end scene using the Super Meat Boy aesthetics

I was unable to implement:

* Wall jumping, variable running/jumping, and other specific character controller aspects
* Scene transitions
* A level selection screen
* Audio
* Animations
* A trail behind the character
* Hazards
* Level replay when collided with goal

My customization of the game:

* My version of super meat boy is much more low res than the original, similar to other top down pixel games (stardew valley, terraria, etc.)

I believe the clone was a success even though the main thing holding it back is the character controller--by far the hardest aspect of the project. I was able to create the environments and goals without too much trouble, but the character controller took the majority of the time to implement, even being so simple in the end. Because of the controller being such a time sink, I was unable to add elements of my own, or add even more complex levels. I wanted to add spinning blocks that would resemble saws and would act as hazards, like in the official game.

Overall I think I was able to incorporate a lot of what was learned during the semester, such as prefabs, tile mapping, rigidbodies, character controllers, colliders, trigger colliders, scene transitions, UI elements, minor C# scripting, and more.

This project was definitely a challenge. It not only forced me to look back through the book but find solutions elsewhere, and even create my own when necessary.