The final product of the project is very straightforward, and implements each additional feature functionally. Start on the main menu, and select which level you would like to play. The alternate level provided is populated with simple low-poly environment prefabs that looked fitting for John Lemon's simple character, and is meant to simply explore and observe the movement and camera mechanics. You may press space at any time to return to the main menu (this goes for every scene). Both playable scenes have the option to switch camera views - 1 is the default (fixed) camera, and 2 is the third-person camera, which also modifies movement accordingly. Upon winning or losing the game, you will be brought to the appropriate scene, and have the option to return to the main menu. Scripts and prefabs have been put in appropriate folders, as well as other (free) assets I used.