For the original challenge, I made all changes in tier one during the tutorial (health pickups, regular robots, damage & health particles, and decoration). In tier 2, I altered the original robot prefab and code to create a hard variant that deals more damage and moves as fast as the player, created the “fixed robots” score UI, created a restart functionality that only works when the player has won or lost, and added a victory and loss track for when the player wins and loses. I did not make any alterations from tier 3.

For visual changes, I added two sprites to the game. My first visual change was the addition of a second NPC that the player talks to in stage 2 (which I created as a part of the final project) which indicates their objective for that stage. The NPC has a looping idle animation that is smooth. The second visual change that I made was the addition of a spinning coin for the new scoring system which I added in my second stage. The coin spins 360 degrees and disappears when collected. These changes meet the requirements for edited visuals as I have added two new animated sprites with smooth looping idle animations.

For audio changes, I added a sound effect for each NPC in the game. For Jambi, I added a frog ribbit sound effect and for my new NPC, Tiku the Bat, I added a bat squeak sound effect. These sounds play when pressing X to speak to the NPCs. My third and fourth sound effects were for my gameplay additions: Coins and a speed powerup. The sounds play when each pickup is collected. These changes meet the requirements for edited audio as I have added more than two original pieces of audio to game events which previously did not have any.

For my first gameplay change, I created a speed powerup that multiplies the player’s speed by a multiplier of 1.5 when it is picked up. I placed at least three of these powerups in each stage of my game. I believe this change is significant and original because it adds another layer of movement to the game, such that it can help players to complete the game sooner or to avoid enemy robots.

For my second gameplay change I added a second stage on which there is a new NPC that details a new quest for Ruby to complete, which is picking up coins. A new counter appears in place of the “Robots Fixed: “ counter and a win message is displayed once all 8 coins are collected. I believe this change is significant and original because it adds a completely new system to the game that is independent of the original mechanics and scoring system, and is done on a stage with a new layout.