Lab Week 1

50.033 Game Design and Development

1002921 --- Poh Shi Hui

Are you participating in the Weekly Lab competition? No

Provide the YouTube/other platform link to your screen recording:
https://github.com/shiinx/50.033-Lab#lab-1-final-state-recording-submission

Provide the link to your lab repository:
https://github.com/shiinx/50.033-Lab/tree/main/Lab1

Describe what you have done to achieve the desired checkoff requirement for this lab:
- Created a new scene for Main Menu
- Let game be a scene on its own called Level1
- On collision with enemy, freeze game and show restart button
- On restart button press, reload Level1 scene
- Scripts added
  - UIController
- Assets added
  - Main menu scene added
- General modifications that you have done: eg animating the enemies, implementing FSM for the NPCs, etc.
  - Added physics movement modification of character for slightly smoother movement (linear drag and gravity changes depending on state of character)