Lab Week 2

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-2-final-state-recording-submission

Provide the link to your lab repository:
https://github.com/shiinx/50.033-Lab/tree/main/Lab2

Describe what you have done to achieve the desired checkoff requirement for this lab:
(I lost track a little…)
Checkoff requirement 1 (move mushroom):
- Attach mushroom controller script to game object
    o Move mushroom using rigidbody velocity
    o On collision with sides of obstacles, reverse moving direction
    o Stop moving on collision with mario
Checkoff requirement 2 (background objects):
- Added parallax background
    o Followed tutorial from next lab
    o Used images from
       https://ansimuz.itch.io/industrial-parallax-background
- Hills and bushes
    o Added hill and bushes background objects
    o Set to negative priority
- Scripts added
    o MushroomController
    o ParallaxScroller
- Assets added
    o Background images
- General modifications that you have done: eg animating the enemies, implementing FSM for the NPCs, etc.
    o Switched on ground detection logic from collision detection to using contact filter