**Lab Week 1**

*50.033 Game Design and Development*

1002921 --- Poh Shi Hui

**Are you participating in the Weekly Lab competition?** Yes

**Provide the YouTube/other platform link to your screen recording:**

[Your link here]

**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:**

[Your description here]

* Scripts added
  + No additional scripts
* Assets added
  + No additional assets
* General modifications that you have done: eg animating the enemies, implementing FSM for the NPCs, etc.
  + Added physics movement modification of character for smoother movement
    - Linear drag set to 0 when moving, 5 when stopping or changing direction
    - Gravity 1 when on ground, 5 when not on ground