**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-1-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:**

* 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)