**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
  + Move mushroom using rigidbody velocity
  + On collision with sides of obstacles, reverse moving direction
  + Stop moving on collision with mario

Checkoff requirement 2 (background objects):

* Added parallax background
  + Followed tutorial from next lab
  + Used images from   
    <https://ansimuz.itch.io/industrial-parallax-background>
* Hills and bushes
  + Added hill and bushes background objects
  + Set to negative priority
* Scripts added
  + MushroomController
  + ParallaxScroller
* Assets added
  + Background images
* General modifications that you have done: eg animating the enemies, implementing FSM for the NPCs, etc.
  + Switched on ground detection logic from collision detection to using contact filter