

Names:

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Modifications:

Minor: added a speed boost to the game. While the player is holding down a button (left shift), the character moves faster.

Major: Added an Enemy Chase system, where when the Observer (Ghost) sees the player, instead of instantly catching them, the enemy switches from patrolling to chasing. Once the enemy catches the player, it triggers the gameend. The Gargoyles will also send a ghost after you once triggered.

Biggest challenge so far was our lack of time since we both had scheduling conflicts with both of our respective works, but other than that this final assignment went rather smoothly. If we were to continue adding onto this game, we could explore into adding a timer and an additional UI for it, so when the timers runs out the game would automatically end.

Assets:

Video: https://youtu.be/a8_qJ7xQyrE

Github link: <https://github.com/sin1dor2zan3/Pink-Steel-Final-Game>

Google Drive:

<https://drive.google.com/drive/folders/1yvAvizCPxls4nd2ajFvP6Te-bEOuI2Lf?usp=sharing>