

Names

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Major Modification

Added a player speed boost triggered by holding down the left shift button on the keyboard.

Minor Modification

Enemy chase mechanic. When a ghost sees the player, it chases them. If the player is caught, the game ends.

Challenges

Our biggest challenge was coordinating the project around our other responsibilities, such as work and other classes. I did the tutorial portion of the assignment, and the most trouble I had, besides the time it took, was the post-processing issues.

Links

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

Video: https://www.youtube.com/watch?v=a8_qJ7xQyrE

Build:

https://drive.google.com/file/d/1Ecjk5Y3o6Igg46kRFras5t_yCQ8flS9S/view?usp=drive_link