

**Names**

Sinclair Zanfardino

Haaris Patel

**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 after the player. If the player is caught, it triggers game over.

**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](https://www.youtube.com/watch?v=a8_qJ7xQyrE)

Build:

[https://drive.google.com/file/d/1Fiw4MI2lxt3mKHNy\\_6SP2\\_C Ei\\_yUs39b/view?usp=drive\\_link](https://drive.google.com/file/d/1Fiw4MI2lxt3mKHNy_6SP2_C Ei_yUs39b/view?usp=drive_link)