How to play Playground: Use the arrow keys to move the player around
- Left arrow key to move left, right arrow key to move right
- Up arrow key to move up
- To open up the pause menu press the escape key
    - Player Controls will show up in the pause menu as well as a way to resume or quit the game
- To close the pause menu press the escape key
- Info for the family of objects such as the elevators and mystery boxes will be in the right-hand corner where it says info. Click on that bell icon and you will be directed to information about those families of objects.
- To the left is a score of how many coins you have gotten
- On the button right is the player's progress throughout the level
- Get progress reports by passing checkpoints at the level
- Switch camera POV with Tab Key
- When you encounter a ghost enemy, press space to get them to follow you, and to shake them off press space again
    - Or while the ghost is in the chase state press the P-Key to put them to sleep

The objective of the game: In this *Super Mario* simulator, the player will be taken on a journey through main levels as well as minigame levels. The way to reach those levels is to get to the end of each level where you will be met with houses, or doors, enter those doors to get to the next level. Have fun collecting power-ups to make it through each level!!

How Playground fulfills the assignment: The game supports multiplayer gameplay with our Photon plugin. There is a main menu with a way to quit the game and a way to start the game. Then once in the game, there is a pause menu with a way to quit the game if needed. We made sure to include our object families with info regarding those object families as displayed in the info menu (simply click on the bell icon). Furthermore, we utilized one of the data models suggested which were scriptable objects for our powerups. We have also included a little progress bar so that the player knows their progress in the level. There is actually three AI in our game but two of the three have 3 distinct behaviors they can be in.
- The Skull:
    - Idle
    - Chase
    - Attack
- The Ghost
    - Idle
    - Follow
    - Sleep

Scripts written by our group:

Jaqueline Hernandez: ConnectToServer, Invulnerability, ItemCollector, ButtonElevator, MegaJump, Menu, MenuManager, Miniature, PauseMenuManager, PlatformTrigger, PlayerController, PlayerDeath, PowerupEffect, Powerups, RespawnMenu, StickyPlatform, ScoreManager, SpeedBuff, TriggerButton, TriggerPlatformMovement, WaypointFollower, Camera Switch, Launcher, PlayerItem, RoomListItem, ProgressBarOne, Two, Three, Four, Coin, Connect to server, Progress Bar Manager, CheckPoint, EnemyFollowBehaviour, EnemyIdleBehaviourControlled, EnemyPatrolBehaviourControlled

Samantha Zavaleta Gonzalez: LeverElevator, FireTraps, LeverSwitch,

Markesha Cody Big: CameraFollower, LevelComplete, ScoreDisplay, Enemy Attack Behaviour, Enemy Idle Behaviour, Enemy Chase Behaviour, EnemyPatrolBehaviour, EnemyManager