A map of a cartoon character

Description automatically generated with medium confidence

A screen shot of a computer program

Description automatically generated

1 Implementation of a custom NavMesh path with checkpoints.

A screenshot of a computer program

Description automatically generated

2 Script to control the sequence of audio lines.

A screenshot of a computer program

Description automatically generated

3 Completed the animation sequence of the dream scene. Added audio lines, AI navigation and Character Animations.

A screenshot of a graph

Description automatically generated

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

A screen shot of a computer program

Description automatically generated

4 "Runner" parent class for both hare and turtle script.

A computer screen shot of a program

Description automatically generatedA computer screen shot of a program

Description automatically generated

A screenshot of a video game

Description automatically generated

A red blue and white rectangular button

Description automatically generated

5 Colourful particle system.

A screenshot of a computer program

Description automatically generated

6 Following a merge with scott's branch, started implementing the features in the bedroom. Created a “GenericWondrousObject” script. This script will manage the features of objects that can be picked up and positioned to a target location. Each wondrous object will inherit from this script and apply their own special effects. The target location will be highlighted to the player by an “indicator” object.

A screen shot of a room

Description automatically generated

7 The indicator for each wondrous object's target location is a particle system in the shape of the object.

A screenshot of a computer

Description automatically generated

8 Added a fade to/from black effect between the transitions of the scenes.

A video game of a room with a broom and a water object

Description automatically generated

9 Added a toy gun that shoots on grab activated.

A screen shot of a computer program

Description automatically generated

10 Script for the shooting event. The hit detection will be implemented with collision with the actual bullet prefab.

A screen shot of a computer program

Description automatically generated

11 Script to randomise the colour of the bullet.

A video game screen with a bed and a toy object

Description automatically generated

12 Slime asset for the shooting event. Used the Lazy Follow script to make it face the main camera.

A screenshot of a graph

Description automatically generated

13 Animator for the slime.

A screen shot of a computer program

Description automatically generated

14 When a bullet hits a slime.

A screenshot of a computer program

Description automatically generated

15 Removed the LazyFollow component and implemented a custom smooth “lookat” script.

A screen shot of a computer program

Description automatically generated

16 Event Manager script for enabling and disabling each event.

A video game with a microphone in a wooden box

Description automatically generated

17 Created indicator for the toy gun.

A screenshot of a computer

Description automatically generated

A room with a bed and a toy train

Description automatically generated

18 Added particle effect on the appearance of the slimes.

A screenshot of a video game

Description automatically generated

19 Broom transformation into sword.

A screenshot of a video game

Description automatically generated

20 Create train animation with particle systems. Made a railroad system with tracks that appear gradually.



21 Script to make tracks appear one at a time.

A computer screen shot of a program code

Description automatically generatedA black background with colorful text

Description automatically generated

22 Implemented tracks despawning in reverse order

A screenshot of a video game

Description automatically generated

23 Added floating apples to the sword event that implement the EzySlice algorithm.

A screen shot of a computer program

Description automatically generated

24 Script that adds force to the rigidbodies of the apple to make them float and spin.

A screen shot of a computer

Description automatically generated

25 Performance build. Optimization needed.

A screenshot of a computer

Description automatically generated

26 Merged the two scenes into master scene. Removed Curtains for performance.

A screenshot of a computer program

Description automatically generated

27 Script that replaces the toy train with the animated train during the animation sequence.

A screenshot of a computer program

Description automatically generated

28 Added a YarnCommand function to the wondrous object class to allow the wondrous events to not be available at start. This allows each of the wondrous events to be enabled one-by-one as the hare takes the player through them.

A screenshot of a computer program

Description automatically generated

29 Script for ensuring XROrigin spawns in the same position.

A screenshot of a computer

Description automatically generated

30 Performance is perfect without the curtains. For some reason the apples do not spawn in the build.

A screen shot of a computer

Description automatically generatedA computer screen shot of a program code

Description automatically generated

31 With the previous code, the Android build of the app was not able to play the spawn effect of the apples. This issue was unique to the .apk build, as it did not present in the Editor nor in a Windows build. Created an in-app Debug Log panel to find the issue. Turns out initialising the localScale of an object to Vector3.zero would completely nullify any subsequent modifications to its position or size (only in the android build?). Adjusted Start function in the FloatingApple script to remedy.