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