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.