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## Rhythm Realm Prototype:Progress Report 3

After a discussion with my technical advisor I decided to repurpose my rhythms to heal the player if they hit the button on the beat of the song instead of having enemy movement connected to it.  The reason being that making the majority of the game's mechanics tied to the rhythm of the song is not possible with my level of coding in unity. But I still wanted to include the rhythm aspect into the game somehow.  I Created health scripts so the player and the enemy can be damaged with a "You Lose" should the player die.  I also add an endpoint so when the player touches it they will be transported to the next scene which is the finish line.