Product Feature List

- Integrated Music into games and menus as well as some sound effects
- Bouncing Bullets
- Settings Menu
- GamesMaster interface plus secondary Menus for other games
- Cut Scene plays when Player wins the game by collecting 4 coins
- Bunny Ai with shooting fireballs that bounce as well
- Tile Map with Walls with collision detection
- Torus Movement integrated into map
- Menus with Background images
- Large Menu Icons and Titles
- Timer set to 500 secs
- Player health updates as soon as player is hit
- HIt Esc to go back on Menu Screens
- Collectable items are placed randomly - 1 in each quadrant
- BirdStufz logo prominently displayed on Menu and opening splash screen
- Music stops playing when game is over - improvement from last Demo