

## Adam El Soudi

### Pass Requirement:

1. Refactor all literals (“magic values”)
2. Refactor all user-facing Strings into resources
3. Improve the Star entity class
4. Add sound effects to all important interactions
5. Make a new Enemy type (= a new class!) with a different **behavior**
6. Implement recovery frames (invulnerability for a short period after taking damage)

### Pass with Distinction Requirement:

1. Give all enemies movement patterns (Sine waves)
2. Add player projectiles
3. Save and display a high score **list** (eg. multiple values), instead of a single high score (relational database)