

1. layered background (background /foreground) → Background has background; AnimatedSamus, balloons, barriers, goal post, enemy Metroid has foreground
2. at least one image → The background is the image
3. a player-controlled sprite → AnimatedSamus sprite
4. an balloon sprite with automatic movement → Levels 1 – 4
5. the ability for the player to shoot pins at the enemy → Levels 1 – 4
6. collision detection of pins, using tags so that a player does not pop himself with his own bullets → AnimatedSamus has Player tag, Balloons has Balloon tag, Balloon script has pop collision
7. sound effect on collisions → Balloon script has sound effect on collision
8. displayed score for player → Showed in Score Text on canvas, controlled by Scoring script within ScoreKeeper
9. increasing size of balloon and impact on score → Found in Balloon script, score function of lvl 5 found in Goal script
10. at least one distractor → Metroid enemy sprite and Obstacle prefab
11. at least three levels in increasing order of difficulty. Document the difficulty of each level in the directions. → Lvl 1 – 5, difficulty documented in Instructions
12. Fleeing algorithm implemented as one of the levels (balloon escapes player) → found in Lvl 5, operated by Fleeing script
13. scene transitions: Every time that your player pops the balloon, the game should transition to the next level. Every time the balloon gets too big and disappears, the current level should be restarted. → In Lvl 1 – 4 the goal is to pop balloons quick enough to reach a high score and when the balloons reach max size and deflate, if the score is less than score to advance, you game over and must quit to main menu and play from start. Operation found in Scoring script, scene movement found in Button\_Functions script. For lvl 5 if the balloon doesn't reach goal post in time, game over function same as Score script
14. directions (include the basics of each level) → found on Instructions scene. For lvl 5, instructions are on screen
15. settings, including a volume setting with a slider → settings scene, controlled by Button\_Functions, AudioManager, and VolumeSettings scripts
16. menu → Main Menu scene, controlled by Button\_Functions script
17. pause/resume and link back to menu → lvl 1 – 5 on canvas buttons: Pause, Resume, Quit to Main, & GameOverQuit
18. some other UI (dropdown, toggle, input) → Main Menu input field TMP
19. a data item that persist from scene to scene → Volume found in AudioManager controlled by AudioManager script
20. a second data item that persists → Player Name and Score in DataManager controlled by Persistent Data script

21. high scores (at least 5, presented in order) → HighScores scene, SavedHighScores controlled by High\_Scores script
22. animation #1 → AnimatedSamus
23. animation #2 → Metroid
24. Extra credit: difficulty selection by player (with documentation about difficulty) Not Done