**Milestone 3**

For milestone 3 I needed to make two game features of my own devising. I have made 3.

First I have added sound into the game, the sounds plays when a ball has been destroyed, and some balls play different sound. I found the coding challenging for the sound as at first I thought about it wrong, I thought the sounds needed to be in the collision class on the ball class but once I changed it over it worked fine.

Second I made NPC movement for the cup to finally make the game harder and fun. This was the hardest thing to add in as I needed to make the cup a dynamic body so it would move, turn off the gravity on the fixture so it wouldn’t fall, and upon collision I had to stop it moving in the Y axes so the cup would only move left to right.

Third I made a timer to stop the game when time has ran out on each level. If you have collected enough balls you can move to the next level even when the timer has ran out. This took some time to get working as I had no idea how to get the game to stop without closing the window.