**Welcome to the Search for a Star Second Stage**

You have been given a login for a Visual Studio Online repository. You will need to login and download the code within this repository and edit the code **in any way you like**. Do not feel like to have to stick to the gameplay which is currently present. We are looking for creativity and originality as well as good coding practice.

You will need:

* Unity3D version 4.6
* Microsoft Visual Studio 2013 for Windows Update 4
* Windows Phone 8.1 SDK

Try to make some of the following improvements:

* Improve the Shader code
* Add Textures
* Extend the inspector to improve workflow
* Expand on the difficulty curve
* Make the game fun
* Add a tutorial
* Redesign the HUD including textures and animations
* Support the following resolutions: 480x800 768x1280 720x1280 1080x1920
* Implement in-app purchases (plugins can be used)

**Make sure that you are able to Build the Windows Phone 8.1 version of the game.**

During marking we will be looking for projects that…

* Show originality, creativity and attention to detail
* Are data driven and avoid hard coded data
* Are fun to play, well-tuned and have clearly been play tested
* Contain well designed code systems, clearly named variables and functions
* Have been commented satisfactory showing the reasons behind decisions
* Demonstrate appropriate use of the source control system provided
* Do not contain Warnings or Errors (Not including Reference Rewriter Errors)
* Do not crash or cause Exceptions

**You have TWO (2) WEEKS to complete your game and check in your final version.**

**You then have another two (2) weeks to submit your game to the Windows Phone Store.**

Some useful links:

* [www.dreamspark.com](http://www.dreamspark.com) Free Software for Students
* <http://blogs.windows.com> Windows Blog
* <Http://dev.windows.com> Developer Portal
* <http://unity3d.com/pages/windows/porting>  Windows using Unity