

High-Level Design Document: Level Transition Countdown

Project Overview

Implement a short transition display (e.g., "Level 2 Starting...") between levels to prepare the player for the next challenge and improve the overall pacing and experience.

Feature Overview

- Display a message when all enemies are defeated.
- Pause the game and show "Level X Starting..." for 2 seconds.
- Resume the game and spawn the new wave of enemies.

Design Components

HTML: Add a <div> for the transition message.

CSS: Style the div with center alignment, background dimming, and a large font.

JavaScript: Temporarily pause the game loop, show the message, then resume.

Flow Diagram

1. All enemies defeated
 then
2. Display "Level X Starting..." overlay
 then (after 2 seconds)
3. Spawn new enemies and resume gameplay

Benefits

- Prepares the player for the next wave.
- Adds polish and pacing improvements.
- Freezes gameplay for clarity.

Future Enhancements

- Countdown animations (3...2...1...Go!).
- Fade in/fade out visual effects.
- Motivational tips or sounds between levels.