

Modding the game

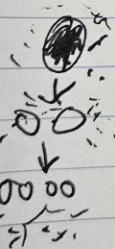
My main goal is to add visuals to the game



Particle effect for

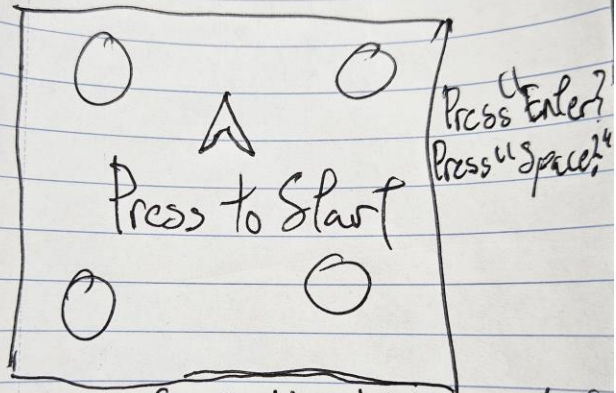
player

on
hit
→



Add an effect to
Game objects
And potential camera
Shake

I want to add a start screen

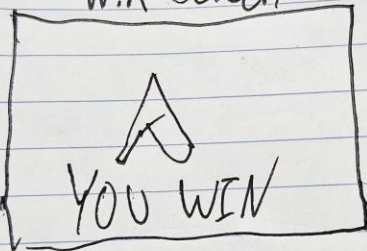


unsure if i should add on restart from game over

Plan: Add Win Screen

adding particle effects wont
work so I'll try focusing on
the camera shake.

Win Screen



When all asteroids are destroyed
Switch to this screen.
Let restart? Close game?

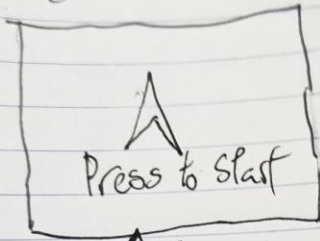
not sure how yet

Did some searching and
I could not fix my camera
shake code and it wouldn't
work in the game.

Win Screen also could not
be done right, would not load
no matter what.

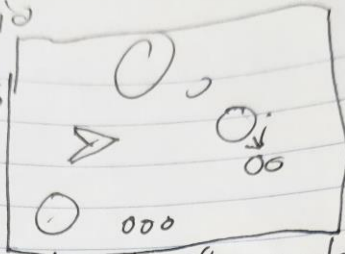
I want to lastly focus on
Audio

Create Audio for:
Background

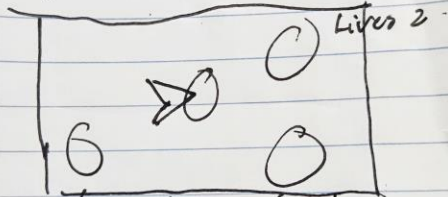


↑ Enter
when pressed play sound
and start playing background
music

Audio
Samples



When objects are destroyed
Play Sound Effect

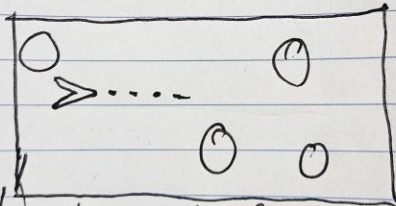


When player touches an
object play a hit sound

Audio
Samples 2

GAME
OVER

When game over is triggered
play game over sound and stop
background music



When player shoots play a
sound effect (make it get super
annoying)