**ReadMe File**

**Team: 5**

**Name: Lost In Space**

**Group Members:**

**Deep Patel**

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**Exceptions:**

**We could not figure out how to fix UI layout and scaling issues. So, the layout is not displayed well. However, it is functional.**

**We also have a bug with the sound options, and the sound slider does not work in our final build. The sound itself does work however.**

**Due to inexperience and time constraints, we were not able to make difficulty scale with time.**

**Control Component: Ended up being a set of buttons rather than a slider. The buttons worked better because speed could be controlled.**

**Sound Component: Due to constraints in time and ability, we did not assign a sound for every “effect” in the game, just the overall game volume.**

**AI Component: Only the players ship has health.**