Prototype Three

Features implemented

* Game score UI
* Level Complete GUI
* Game Over GUI

Is the score UI clearly visible?

What are your opinions on the design of the score UI?

What are your opinions on the design of the level complete GUI? (*comment of text formatting*)

When you complete a level, is there a clear indication that you have completed a level?

Is there enough time in between, completing a level and the next level loading?

What are your opinions on the design of the game over GUI? (*comment of text formatting*)

At the point when you collide with an obstacle, is there a clear indication that the game has ended?

Do you have any other comments in general about the prototype or the features mentioned above?

What variation would you like to see in the levels?

* Longer levels or shorter levels
* Player object moving forward quicker or slower
* Gap where you must move in between made shorter