Dan Annis

IAD – Week 4

GitHub

<https://github.com/DinkyDetailsLLC/IAD>

Achievements Week – Below are the four achievements I created to complete this weeks assignment

**Myscene.m – Line 40 -🡪 for testing purposes, if you want to set the integer 10 to 1, this will make the game a little easier (1 jump for level 1 completion, 2 jump for level 2, etc.. as opposed to 10,20,30 etc..)**

**Measurable** - Complete"level 1" without losing a health point  
        <if no health points lost after 10 jumps--- Give Star>

**Incremental**  - Complete "level 2" without losing a health point  
        <if no health points lost after 10 jumps--- Give Star>

**Completion** - Complete the levels (this is done already Under High Scores with the Stars but maybe move them to the top of this screen)

**Negative**  - Lose all lives without making a succesful jump  
       <if all health points are lost after 3 jumps--- Give Star>