Lab 11

Intermediate Game Design – CITA 312

Prof. Awedat

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**Github link**

https://github.com/F-llFr-mGrace/Submission-for-pt-4

**How did using arrays and foreach loops help manage multiple lasers?**

It made it easy to cycle through all lasers and toggle them

**Explain your setup for collision handling and particle emission control.**

On collision it plays the particle

**Describe any additional tweaks you made for explosions or collision effects.**

I didn’t do anything additional