



Sound FX: This is the main menu so no sound FX will be used.

Music: A background theme song will be used.

Camera: The default camera will be used.

Props: \_\_\_\_\_

Characters: \_\_\_\_\_

Sound FX: A arcade bullet sound will be used.

Arcade enemy death sound from space invaders.

Music: The same background music from the main menu

Camera: The default camera

Props: \_\_\_\_\_

Characters: The enemy character and the player character.

Sound FX: None as this will be the end menu to display the score

Music: The same background music used throughout the game

Camera: The default camera

Props: \_\_\_\_\_

Characters: \_\_\_\_\_