My approach to this project was to make something fun, flexible and potentially challenging. I probably watch more than 24 hours’ worth of videos on many individual aspects of my game. The most difficult part was getting everything to work together.   
  
The attributes that I’ve incorporated into my game include but are not limited to the following:

**Game Audio** – I’ve added game music for various situations as well as sound effects for many of the actions.

**Game Math/Physics** – One of my power-ups increases the players movement speed.

**Game Animation –** I don’t know if I consider opening doors or moving platforms animation, but they move because I made them do so. I also created my own custom projectile for the default gun.

**Player Lives –** While the player doesn’t have “lives” per se, they do have health and there is a zkill zone that will force respawn the player. The game is lost only when the time runs out.

**Collision Detection –** There are 2 hazards that I’ve scripted for my game: a spinning fan, and a steam jet. The targets and health pickups were also created by me and use collision detection.

**User Input –** The only thing I really did that was more than the default Player Controller was create my own controller blueprint so that I could use “P” to pause the game.

**Pausing and Resuming –** As stated above, I have created and scripted a pause screen. This pauses all action and timers.

It has definitely taken me the better part of the past 2 weeks to get this far with my project, but with all the systems in place, the only thing left to do is finish with some more level design. What I’ve made is ready to be expanded with more levels (and a finished 1st level).