Game Development Assignment 5 Process Work:

Things to Change:

Sound:

- Background Music: Something that makes the space feel more like outer space.
- Shooting FX: Futuristic Laser
- Meteor Breaking FX: Something crunchy
- Ship Dying FX: Quick explosion

Fixing Ship Propulsion Numbers to make it more playable:

Issues to fix

- Ship carries a lot of momentum
- Very difficult to change direction
- Momentum makes acceleration very slow
- Rotation speed could be faster

Priority 1: Audio

- Import Audio files
- Create Audio Manager Object
- Create Audio Manager Script: Public
- Create Public audio clips within Audio Manager
- Connect audio clips in assets to Audio Manager
- Access Audio Manager script in other scripts
- Call on Audio assets when actions happen within other scripts.