Estimated time for tutorial: 30 minutes

Actual time for tutorial: 46 minutes

Estimated time for extension: 2 hours

Actual time for extension: 6 hours 23 minutes (I did everything in gml visual which I’ve never worked with before)

<https://github.com/Maxwell-Hymer/GDD-2150-Course-Work/tree/main/Assignments/HW1>

Instructions:

The player will start at the beginning of a room, given 3 lives (or so it is codded) and 3 bullets. If the player hits 3 cars they will restart the level. The player can use bullets to destroy any vehicles they want. At least 2 are required to be destroyed to move on. There are 10 barrels spread throughout the level collecting all 10 will win the player the game. If the player wastes bullets there is no way to get the bullets back besides restarting the level though after extensive troubleshooting, I wasn’t able to solve some issues with running into 3 vehicles and restarting. For I did everything in GML visual which I now regret not only doing 3.