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Game Checklist

Completed Components

- ☑ layered background (background /foreground)

- ☑ at least one image

- ☑ a player-controlled sprite

- ☑ an enemy sprite with automatic movement

- ☑ the ability for the player to shoot bullets at the enemy

- ☑ collision detection of bullets, using tags so that a player does not kill himself with his own bullets

- ☑ sound effect on collisions

- ☑ menu

- ☑ pause/resume and link back to menu

- ☑ animation #1

- ☑ animation #2

- ☑ settings, including a volume setting with a slider

- ☑ health score for player and enemy, displayed (except enemy)

- ☑ a data item that persist from scene to scene (volume is persistent)

- ☑ directions (include the basics of each level)

Missing Components

- [ ] automatic shooting bullets from the enemy to the player

- [ ] at least three levels in increasing order of difficulty. Document the difficulty of each level in the directions.

- [ ] Chasing algorithm implemented as one of the levels (enemy plane chases player)

- [ ] scene transitions: Every time that your player destroys the enemy, the game should transition to the next level. Every time your player ship gets destroyed, the current level should be restarted.

- [ ] some other UI (dropdown, toggle, input)

- [ ] a second data item that persists

- [ ] high scores (at least 5, presented in order)