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| **Visual Assets:** | All sprits are in */Assets/images* folder.  *Cursor* is the cursor in the game scene.  *Explosion* is the sprite occurring when two missiles colliding together.  *Ground* is the ground spite in the game scene.  *House* is the object that player needs to protect.  *missileLauncher* launches the missile. |
| Audio Assets: | CollisionBGM played when two missiles colliding together  GameBGM played when playing main game  GameOverBGM played when player is destroyed  MainMenuBGM played when showing the main menu  MissileLaunchGGM played when player missile is launched |
| Recreated Level Scene | A close up of a sign  Description automatically generated  Figure Main Game  Figure 1 is a screen short of the main game scene. At the top there are several enemy missiles with red particle effect. There are three houses locating on the ground and the middle one with a triangular roof is the missile launcher releasing the defending missile like the missile in the right middle of the scene. |
| Initial Movement Development | As we can see in Figure 1, enemy missiles are randomly generated from the top scene and targeted to a random house on the ground. When mouse curser click, player missile will be released from the missile launcher to the mouse position. |
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