**DIG3480 Final Project Documentation**

Original challenge: Since I had completed all the required elements of the original challenge before starting work on the final, nothing needed to be done to complete this portion of the assignment. Instead I turned it into an individual level all its own. To access the original challenge game pilots must simply select “Fighter” at the main menu.

Visual changes: A few visual changes were made to the game to expand on it and make it a bit more my own. First, I met the required changes of speeding up the stars and the background scroll on win, but I also stopped them both on loss. Added to that is a new player ship model and a new enemy model. The new ship model also has unique particle effects added to its projectiles.

Audio changes: The first audio changes made were to add win and loss music; both tracks were edited down from songs I had previously made. The title screen/main menu also features an original piece I had previously made. Since a new weapon was introduced to the game, I also added a new sound for it. This was made using traditional foley techniques involving a microphone and household objects.

Gameplay changes: The first noticeable change to the gameplay is the addition of a main menu upon startup. This menu allows pilots to chose between two craft that each fly differently and provide unique challenges. The “Fighter” option is the original Challenge 3 game. Nothing was added to it except for the required audio and visual changes. If the “Gunship” option is selected, pilots will be flying a new vessel using an original model and texture. This ship handles differently and adds an additional gameplay element of having dual cannons that track and fire independently. They operate by following the cursor on screen and clicking to fire the guns. Additionally, a fourth asteroid was added. This one is larger than the others and although it takes no more hits to destroy than the others, it breaks into smaller chunks on death providing more hazards for pilots to deal with. Finally, a new enemy was added. This enemy tracks the pilot’s ship and pursues it. This enemy can prove to be difficult to hit due to its size and speed and certainly adds a new challenge to the game. Thankfully the mouse aimed weapons that track off the center axis should aid pilots in dealing with this new threat. Each of these additional elements certainly add significant gameplay changes and are unique in that they are not derived from existing mechanics in game.

Good luck pilots. Fly safe.