Features:

-enemy

-mini-gun

-end game

Enemy

Mini-gun

-the player controls the direction of the mini-gun to make it point right, left, up, or down using the mouse

-the player uses the left-mouse button to fire the mini-gun

-the player must fire mini-gun at enemy to defeat them

-once ammunition is emptied player picks up ammunition box

Enemy

-enemy moves to attack player

-animates left and right

Game over

-ends game based on score

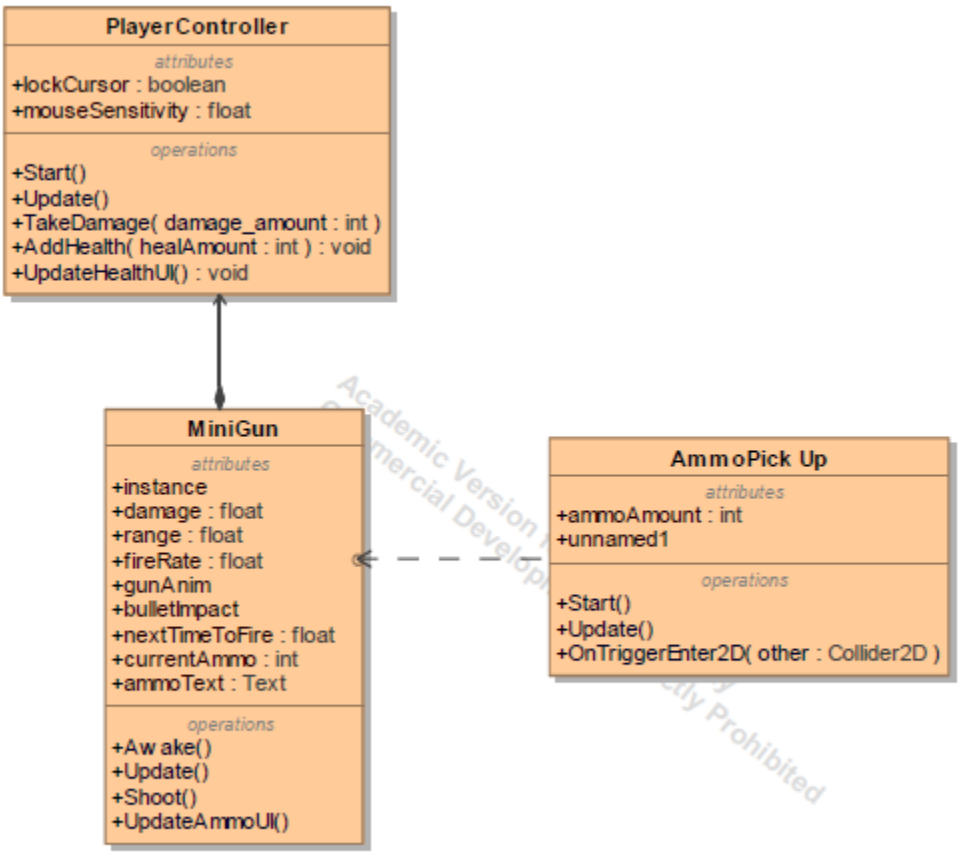
Gameobjects:

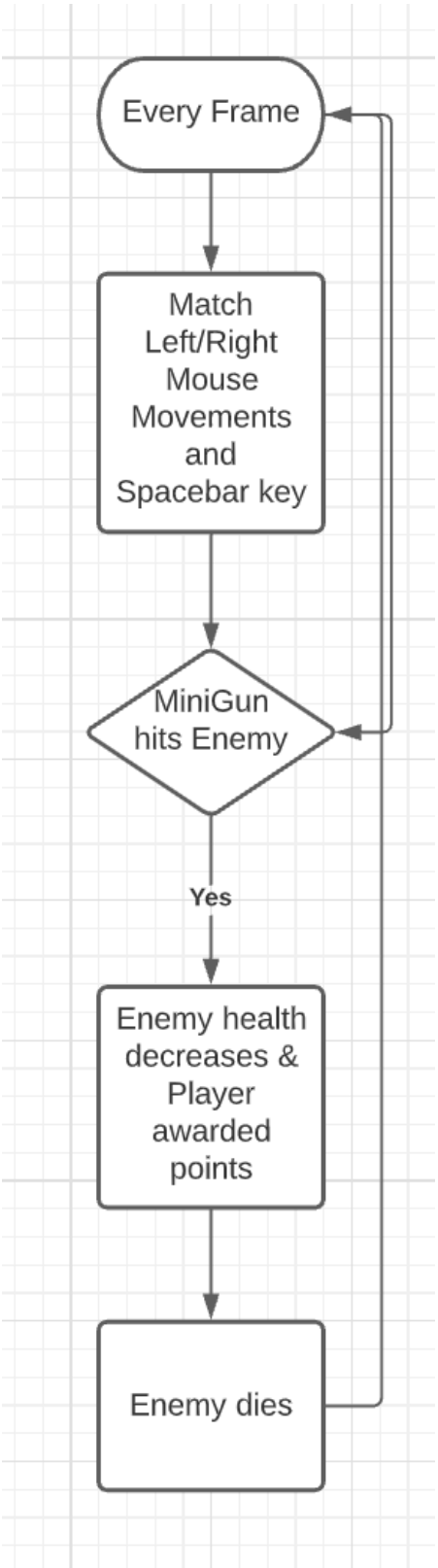
-enemy

-mini-gun

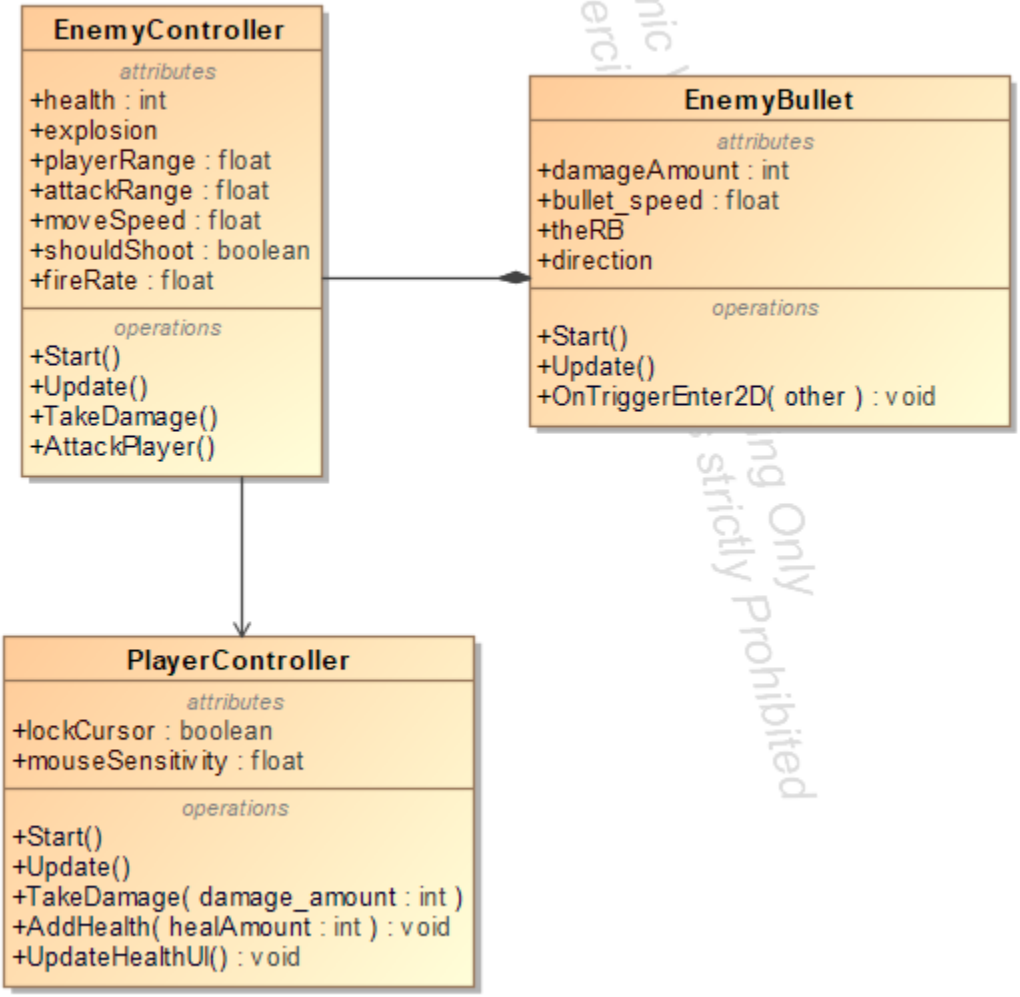
-player

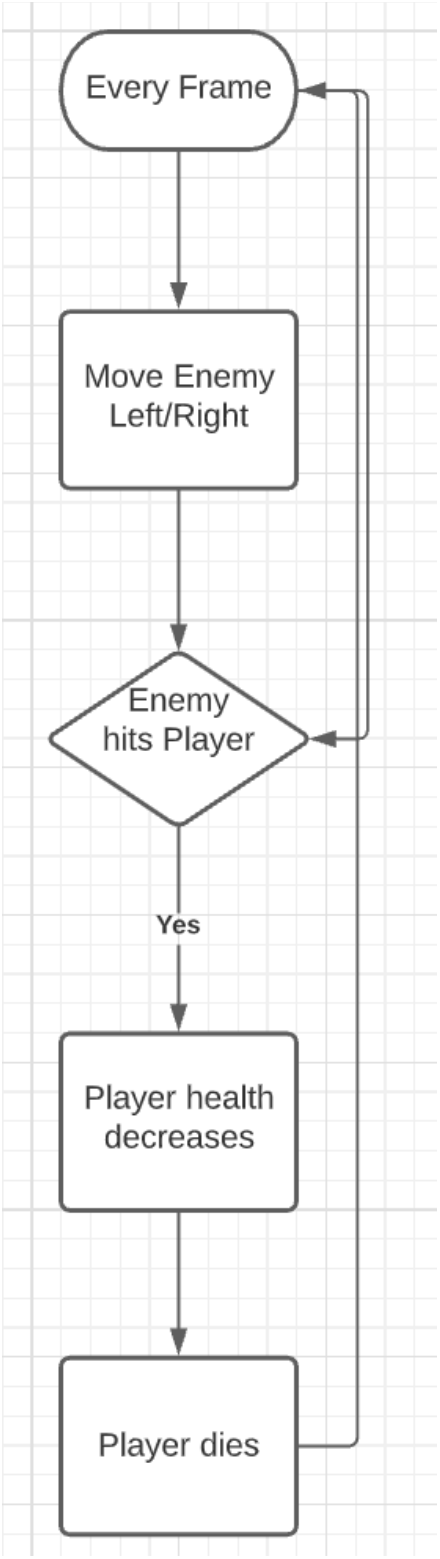
MiniGun feature



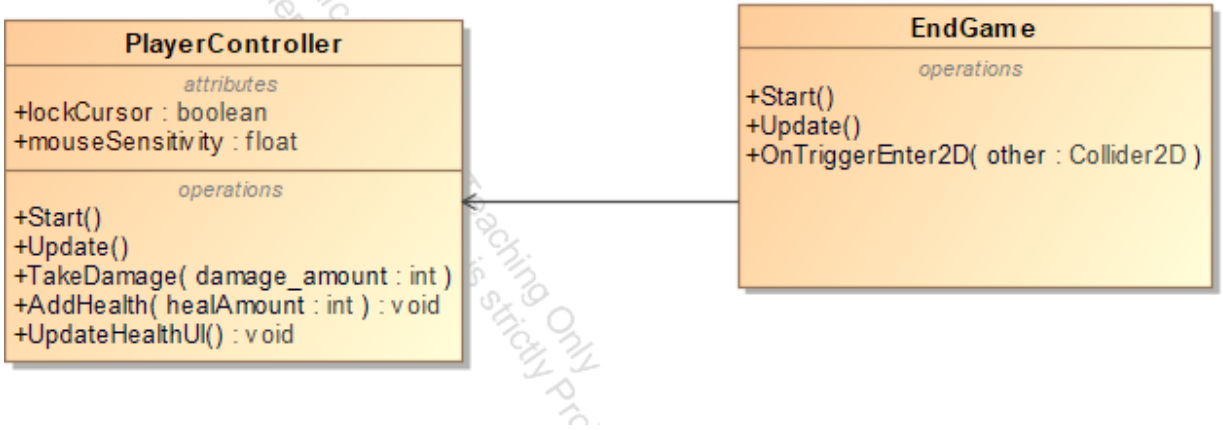

Every Frame
Match Left/Right Mouse Movements and Spacebar key
MiniGun hits Enemy
Yes
Enemy health decreases & Player awarded points
Enemy dies

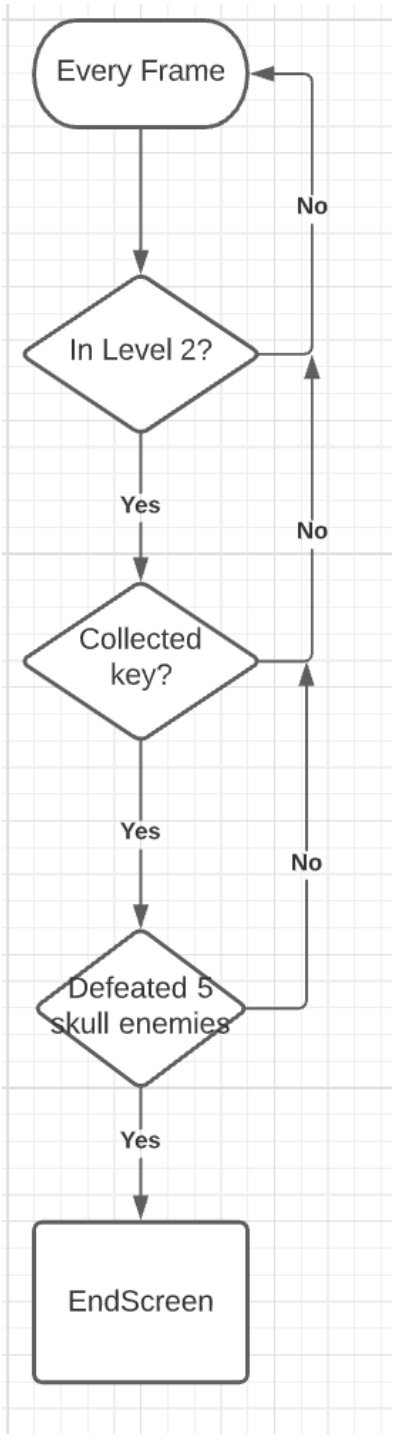
Enemy Feature




Every Frame
Move Enemy Left/Right
Enemy hits Player
Yes
Player health decreases
Player dies

EndGame Feature




Every Frame
No
In Level 2?
Yes
No
Collected key?
Yes
No
Defeated 5 skull enemies
Yes
EndScreen