**Original Challenge**

I got a 5/5 on the original Challenge 3 so I did not have to change anything to complete the original challenge requirement for this Final Project assignment. In short summary, I added multiple asteroids, a starfield, scrolling background, and making enemy ships that shoot at the player and have evasive maneuvers. I made sure I completed the required changes, so I can actually get credit for each tier.

**Visual Change**

I modified the background and the starfield by increasing their speed when the player reaches the “win condition”. I made sure to add the BGScroller.cs script to both the Background and Starfield. I added public script variables to reference the speed variable from the BGScroller.cs and increased the speed when the condition is met. For the starfield I also had to change the tiledSizeZ float value for the Starfield in Unity.

**Audio Change**

I changed the sound to “victory” music if the win condition is met as well as changing the sound to “loss” music if the lose condition is met. The “win” and “loss” music are two different music tracks. If either condition is met the background music is stopped and the “win” or “loss” music plays instead. “Win” music is looped while the “loss” music is only played once.

**Gameplay Changes**

I added changes that I would consider “significant” and “original” for Challenge 3. I added a combined “hard” and “time attack” mode. I added a main menu where the player can choose to play either the Original Challenge 3 project with the audio and visual changes. The player can also choose to play the “hard” mode that speeds up the asteroids only and the player has under 30 seconds to gain as many points as possible. The main menu also has a quit button that exits the application. While in either game mode the player can restart the game mode as much as the player wants. Players can also press the ‘M’ button to go back to the main menu and change the game modes or quit the game. Pressing the ‘ESC’ button will close the application as well.