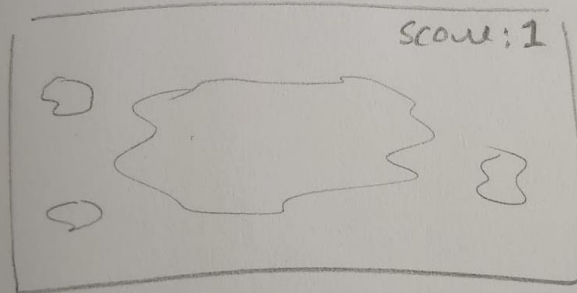


Process Work

The SpaceShip Game

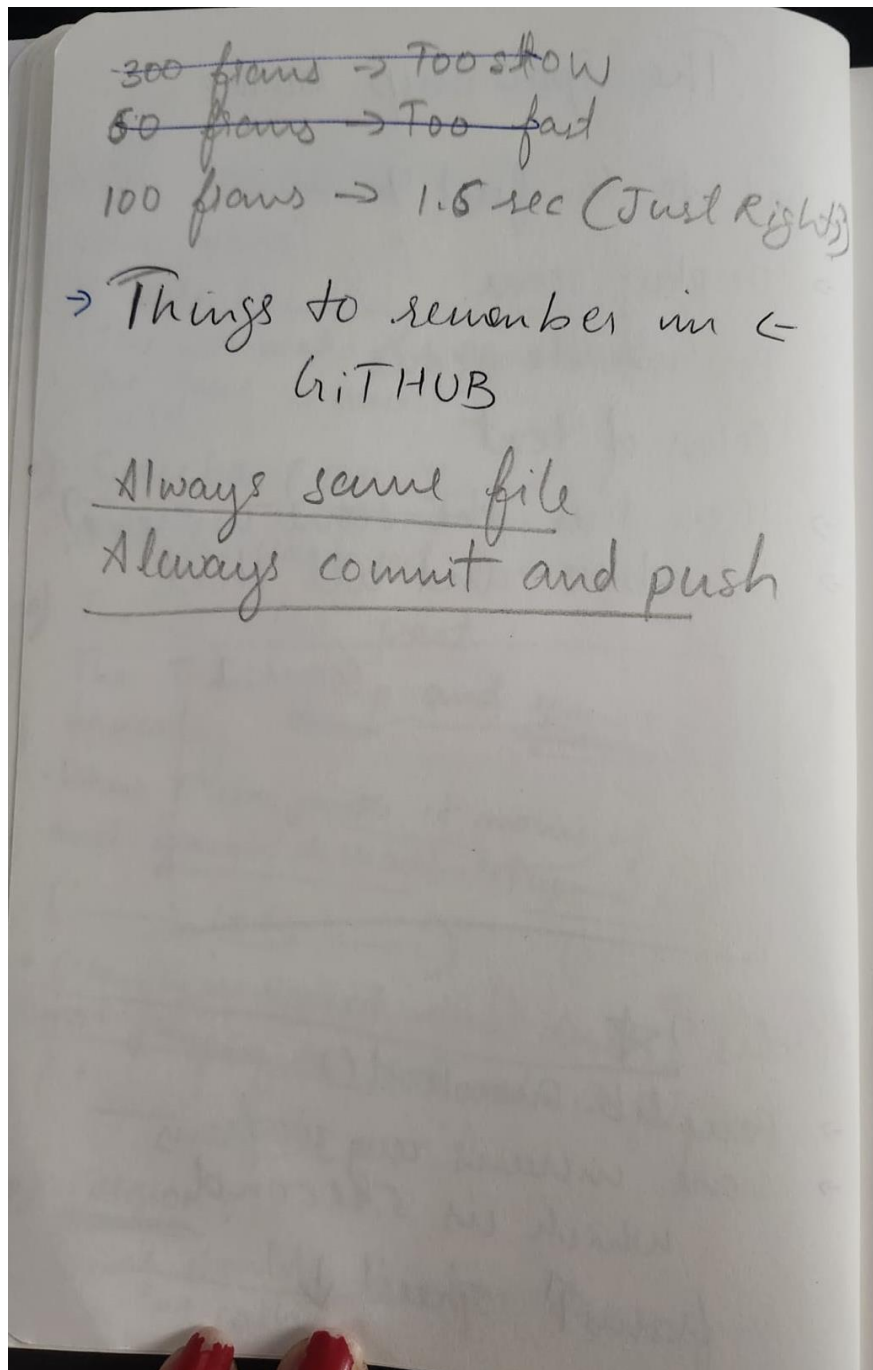
What to do first?

- Display score
Position the score.
Color of text
- How does the score increase?
- Variables and all that



★ Codes ? ★

- Ray lib. DrawText()
- score increases every 300 frames
which is 5 seconds.
frames ↑ speed ↓



- Github is hard to use.
- Pushing everything to main was easy on my part since only Jen had pushed everything to main.
- My code worked with Jens easily, didn't really have to tweak that much.