Assignment 3, 20 Game Ethan Gapic-Kott 605 PX Carrela Acus Hows of players GOOPE Boss Hous Hiangles Boss 1 - PAYER Summons Jases Place 3 Phasez Phase 1 Additional Ideas Game objective: However, It the game is wen Bullothell game If the game is Without being Where the Player must avoid Implement: Prajectikes for CONSIGHA BAIRS RING ATTOORS a Set Amount You Win! You didn't set Ensure Hose of time. attacks are spaced out Endsteen Phase to be Possible Placi Paper - 800 x 400

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Ether Roots	Assignment 3 2D Game Challenges	GNOCKAT COCAZSIEU	Assignment 3-20 Game
	Tring to implement a paythm Style game Vithout		After the fitting (emoval to the both afficial), it decided the game could be a bullethed to a void taggets (resectives)
	a game engine is very exterimental. First limitations! I was inspired by both, Undertake and JSaB to create a ray there a boss would attack. The player in sync with a song.		PRASE 1 PRASE 3
	t Compased My own Song using FL Studio With 3 things in mind. A melody for Phase 1 (5104) or build up where t was soing to animate a bass have a second Phase, then a desperation (hard difficulty) phase for the boss to "Attack to the boat" O pair Down D D.		This itea Seened Fitting for a second unimpensional Idea, Background design. I wanted to hove a background coexist with the possible forms because it is near impassible forms to use code to create detailed diswings
1	Phase 2 Careca arination Phase 2 Phase 3 Well it turns out, restrictions to animations made and foliate to take a different route.	1	to the song "life" to the song is I couldn't achieve this with the code on to own without a Dame engine.
• 4	After coding the loss, It felt authorid that a biant homing circle followed the Player with failing provediles, Which lead to its cernoval.	S	The I took on the challenge of cleating a sinewalk to react to the song bill of long story short this completely bloke I code, soldal times, It it alint bloke don't fix it.