

Assignment 5: 2D Game Engine Mod Process

Work

D\* Original Plan to finish

⇒ How to finish the 2-d game ⇒

Pinko! When the game starts so does a 10 second counter. If the player should try to get 10,000 points before the timer ends. If the timer ends and player meets objective they win! If player does not meet goal when timer ends they lose.

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What to add / change.

- Add a 10 second timer
- Add a "You lost" text
- Add a "Congrats! You won!" text
- Change the bucket numbers

