Week 6: game points, end screen, game restart

Introduction week 6:

This week the game will be finalized by creating point count, end screen action and game restart. At this point there is not much instructions anymore on how to do these because every group has designed their own implementation of the game so there is no one way to do these which fits to all.

Instructions:

Exercise requirements:

COMP.CE.100_exercise_guide.pdf, page 2

Point count:

You can freely choose how points are calculated at your game. It can be for example so that point count increases when bullet hits alien or decreases when bullet misses the alien or both. Points should be visible somewhere, either during the game or at the end screen or both. Points can be shown in the LED-matrix, with the two RGB-LEDs or with LEDs above the buttons.

The end screen:

Game has to have some ending, for example when there are enough or too little points collected. Game ending must be clearly visible to the player so some kind of end screen needs to be implemented.

Game restart:

It must be possible to restart the game after the game has been finished, or at any point when the game is running. This can be done by reacting to switching action of one of the switches.

After this week you *should have finished*:

All of the game. See COMP.CE.100_exercise_guide.pdf, page 2 to check whether your game meets all of the requirements.