CSC 214
Homework Assignment #6
Due: March 24, 2025

It is time for some fun. You will work on a game called **ChickenTap** and add a couple of new features. There are at least 3 animations to implement - each must have its own animation style (e.g., animate alpha, position, scale, etc.).

Localize [10 points]
Localize the **ChickenTap** game into Arabic and commit your changes to git.
(1)

Refactor Scoring [10 points]
Users expect higher scores to be a good thing, but as of now failed guesses increment the score. Implement a new scoring mechanism that allows users to be proud of their high scores and commit your changes to git.
(2)

Button Animation [10 points]
Animate hiding/showing the buttons and commit your changes to git. [anim style 1]
(3)

Chicken Animation [20 points]
Animate hiding/showing the Chicken and commit your changes to git. [anim style 2]
(4)

Score Animation [20 points]
Animate score updates and commit your changes to git. You may want to increase the font size of the game's HUD for better effect. [anim style 3]
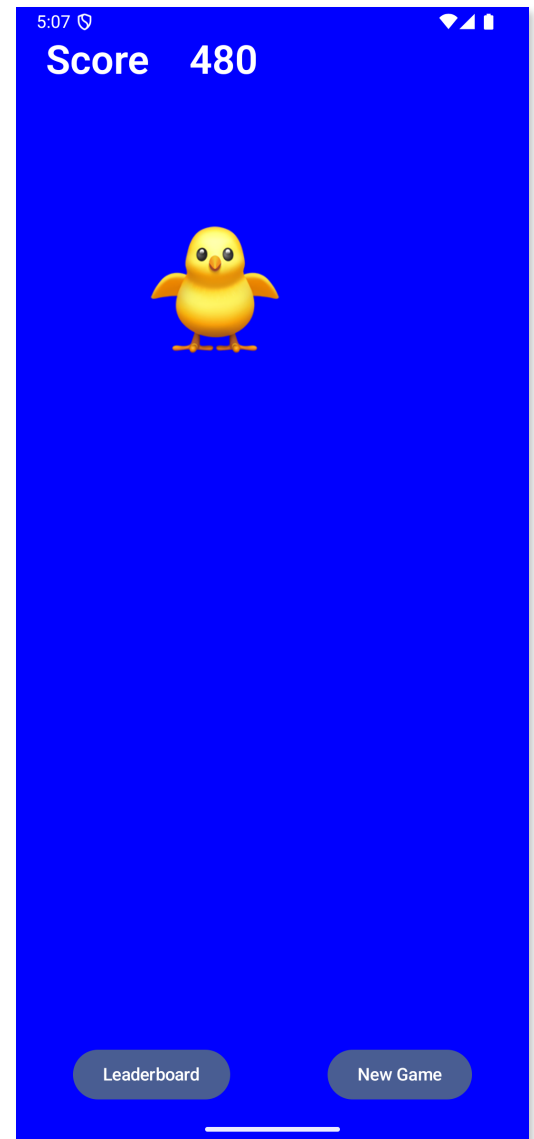(5)

Feedback Branch and Feature [20 points]
Finally create a new branch off *your last commit in main* and call it feedback. Then find a visually attractive way to indicate to the user how close they are to the hidden chicken and commit your changes to the feedback branch.
(6)

Git [10 points]
Following the instructions above you should have made 6 commits to git. Five in the main branch and one in the feedback branch.

5:07

Score   480

Leaderboard   New Game

Score   480

Leaderboard   New Game