GameOverScreen requirements

Concept

The concept of the gameOverScreen is simple: when player dies with no lives left, the game shows a screen that says the game is over. The user then has three options: Retry, go to the main menu, or quit the game.

Implementation

A class similar to the main menu will be created. This class draws and updates the gameOverScreen. It will draw the background, which will consist of four different backgrounds, that switch every half second. On top of that, it will draw the three buttons that were mentioned before.

Functional requirements

Must have

- When the player dies with no lives left, the game state will be changed to 5.
- When the game state is 5, the gameOverScreen will be drawn.
- The gameOverScreen will show a background, and three buttons:
    - Retry
    - Main Menu
    - Quit
- When the retry button is pressed, the game state will change to 0 (play), and level 1 will be loaded.
- When the Main Menu button is pressed, the game state will change to 2 (Main Menu).
- When the Quit button is pressed, the game will shut down.

Should have

- The gameOverScreen should show the final score the player achieved.

Could have

- The gameOverScreen could have an animated background.
- The gameOverscreen could play dramatic music.