**Written Description of Addition Game Features**

**Feature 1 - Sound:**

For this feature I added sound to my game. The sound starts on the beginning of every level of the game after the player has entered their username. I also added a sound for when the character collides with the point. As a little added extra, from the menu GUI on the left hand-side of the game there is a sound button which plays the sound at the beginning of each level through this. I was going to add a continuous loop audio stream however I thought I was audio would be a little annoying if it continued throughout as well as the fact that the sound from the collision might not be heard.

The main key coding challenge for this feature of the sound, was where to call the sound because I wanted sound for every level. So I added the sound in the Actor Class due to my Actor being consistent throughout the game and each level. Also another challenge I faced was the format of the audio file had to be small in size and to be .wav not something like mp3. After trial and error I figured out the correct format and it worked appropriately.

**Feature 2 – Name Starting Dialog GUI:**

After much thought, I made a name starting dialog GUI. I set a class called MAIN with a main method from the NameDialog class as my main class to make it start off with the GUI that I had created. This works by the user entering their name and clicking on the play button in which they will be forwarded to a loading dialog saying “Welcome, Player…” In the console a message is also printed with their name and a welcome message. In addition to this feature I thought to add a CLICK ME button on the top-left of the GUI so the player can load their name up from before or just simply exit the game using the GUI. I believe this feature makes the game appear more professional and keeps the user more interacted.

The main key coding challenge for the feature was how the make the GUI work and print a statement with a welcome message and with the players “name” every time. I found it also difficult how to make it start off with the GUI too but I thought making a MAIN class, creating a method in there to start with the NameDialog with the LoadingDialog executed after the player has entered their name and a timer until the game actually starts. I found this worked for me and executes in a professional manner.