# Prototype 3 Further Development

**Assignment**

Based on the side scroller tutorials, develop **a complete functional game,** that has at least the following minimum functionalities:

* All functionality from Lessons 3.1-3.4.
  + Base functionality implemented
* Start screen upon game start-up, from which the game will start based on user input; mouse click, key press or other action.
* Game over screen, when the game ends. This screen should have an option to start a new game the same way as from the start screen.

**Possible, additional functionalities, that will affect evaluation:**

* Point gaining system, based on e.g. obstacles successfully passed or distance travelled.
* Several lives, which means that upon player dying, the character will be respawned consuming one life, and the game continues from the same situation (preserving collected points etc.) until all lives run out, which triggers a Game Over.
* Another difficulty level bases on success on the first level (e.g. collected points above certain limit).
* Power-ups, extra lives, other collectable items.
* Other extra functionality that you also report in the documentation.
  + Model and texture change capabilities implemented, but not yet utilized