

Barr Hubler

GIMM350

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SHMUP additions

First thing I added was lasers I totally got rid of the delay between shots, and then I increased the size of the lazer projectiles to try to get rid of the gaps, so it looks like a continuous stream, and then I put in an isLaser bool that makes it so the projectile is not destroyed on impact, then I made them red, of course. After that I thought it would be nice to pause the action, so I made a pause screen that pops up if you press the 'P' key on the keyboard, and goes away if you press 'p' again. Then I got into the sceneManager a bit, and created a Title screen. If you click on the start button it loads the scene, and if you press the quit button it exits the app.