**Original Challenge (23)**

I did not find it necessary to make any changes to my original challenge.

**Edited Visuals**

As suggested on the Final Project page, I decided to go with speeding up both the particle systems acting as the stars and the background when the player wins. The background and closer stars go at a roughly 10 times greater speed while the distance stars go by about 4 times faster.

**Edited Audio**

For the audio portion I used “Photo Album” and “The Duel” by Bensound as the Victory and Defeat music respectively such that they are triggered to play when the player either reaches 200/600 points or is destroyed by one of the hazards. This is as suggested in the Final Project page, they are both royalty free songs and are seperate tracks.

**Gameplay Modifications**

My Gameplay modifications included some modifications to the suggested original and significant ideas, the first being a Hard Mode that increases the win score to 600, doubles the hazard count per wave to 20 and reduces the spawn wait time to .5. The second modification being the addition of a PowerUp system that allows the player to spend 100 score to increase their fire rate from .25 to .15 and this may be done by pressing C provided the player has the aforementioned score or greater to be subtracted from. The Hard Mode increases the amount of hazards and necessary score to win while decreasing spawn time to make the level much more challenging while the PowerUp allows for the player to strategically use their score to increase their overall odds of winning.