Name : - Kithsiri S.M.D.R.

Subject : - Games Technology

Year : - Year 3 (Interactive Media)

No : - IT 13 0862 44

Game : - Blast

1. Design background
2. Design Box
3. Design trial level
4. Design level
5. Adding button sounds
6. Main menu
7. Design floor
8. Loading game
9. Level generating
10. Design different background sound for levels
11. Adding box blast sound
12. Adding box fallen sound
13. Time calculating
14. Scoring
15. Design Bonus box
16. Design number calculation
17. Bonus number calculation
18. Bonus score calculation
19. Design color change for box
20. Adding boxers collision sound
21. Design start and quite button
22. Complete the task of level give the coin
23. Design coins
24. Adding coin sound
25. Design restart
26. Design completed level select
27. Complete game
28. Next level load
29. Game over
30. Score board
31. Shading
32. Design box terminated press correct keys
33. Adding animation
34. Adding development information
35. Design level by level speed change
36. Adding animation sound
37. Adding special effects
38. Display numbers key pad
39. Converting to mobile platform
40. Testing on mobile and PC platform