# Extra Credit

## Easy: Lives UI

Create a "Lives" UI element that counts down by 1 when an object leaves the bottom of the screen and triggers Game Over when Lives reaches 0.

## Medium: Music volume

Add background music and a UI Slider element to adjust the volume.

Background music adds a lot of energy to a game, but not everyone likes it, so it’s good to give

people have the option to lower the volume.

## Hard: Pause menu

During gameplay, allow the user to press a key to toggle between pausing and resuming the game, where a pause screen comes up while the game is paused.