Customize The Game

## **Activity 1: Create Your Own Enemy Scene**

**Instructions:** In your game development software, create your own enemy scene using the steps discussed in class. Customize the enemy's appearance and movement pattern to make it unique. Test the scene to ensure it functions correctly.

Screenshot:

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Code:

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## **Activity 2: Design Different Obstacles**

**Instructions:** Experiment with different types of obstacles in your game. Create new nodes for obstacles such as moving platforms, falling objects, or rotating spikes. Implement collision detection and the game over function for each obstacle. Test your game frequently to ensure the game over state is triggered correctly.

Screenshot:

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Code:

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