Original Challenge – Since I started my final game with challenge 3 I didn’t have to really change much as I coded the challenge with the final in mind adding things in like a partial win system to make it easy to add the rest of it in when I started the final. I also changed a few parts of the code to be more updated as needed in order for the game to properly work.

Visual Change – I added an if statement on my BGScroller script which checks if the “Win” Boolean is true inside of my Game Controller. If the Boolean is true, then a function runs that will gradually change the speed at which the background scrolls up to negative thirty using a speed variable and Time.deltaTime.

Audio Change – I changed the background music to save your ears from hearing the original one for the millionth time as well as adding in a victory song and a failure song. I also had plans to add a power up sound effect when the player collected it but, that ended up getting scrapped due to necessary changes needing to be fixed and prioritized.

Gameplay Changes – The first change that I implemented was a “Hard” mode. The implementation of this feature ironically wasn’t very hard to implement assuming I did it correctly. I just used a couple if statements checking if “Hard” mode was true or not and if so to change the speed of just the asteroids. In order to get just the asteroids to be affected I found it easiest to have them run on a separate script then the other hazards for moving. Although the instructions didn’t say to allow the player to toggle between the two, I set up a toggle for the “Hard” mode using two different case so that the player can turn it on and off. The second feature that I added was a Pickup that increases the fire rate of the player for a few seconds. This was also an easy feature to add as plenty of people have done this type of feature, so all I had to do was adapt there code to fit my by changing some variables to match the names of the variables in my scripts that do the same functions. Those weren’t the only features that I though of adding though, I wanted to add things like a boss battle with multiple types of pickups and new soundtracks and effects. I also was thinking of creating a second level with some changes in gameplay using lives and moving walls to hide behind. In the end I decided not to add any of these do to the game needing to be completable within one minute.