Assignment 9

Things to Fix:

Make pretty health bar - Sarika

Make pretty timer - Sarika

Control room + Health Room: Hansong (design) Elana (key implementation)

- Implement turning off turrets

* add to how to play

Blinking character on collide - Michael

Redo player - Michael

Update graphics – just make all graphics more modern looking - Hansong

* walls
* sliding doors
* sacks (?)

Bring next level to safe room – Hansong

Go back to levels

* List of levels
* Back stairs
* Need to figure out where to place player on way back down
* Perhaps safe room at end of level before stairs?

**List to Submit**

1. Add sound effects and music
2. Blinking character on collide
3. Visible and accurate health bar and timer
4. Format Text to be readable
5. Make different colored syringes more easy to identify
6. Add informational subtitles to levels
7. Make all graphics consistent to theme
8. Facilitate moving through doorways
9. Add all keyboard commands to how to play screen and add How To Play to menu
10. Make level achieve able

**List to Change**

1. Game Name
2. Brightness does not work
3. Volume Control
4. Add How to Play screen to menu
5. Format text to be more readable
   1. Transparent black background for text (readable text)
6. Background music
7. Blinking cursor and name screen
8. Add all keyboard commands to how to play screen
9. Make all graphics consistent to theme
10. Fix all entrances or make player smaller
11. Going back to previous level
12. Transition to next level
13. Add informational subtitles to levels
14. Make different colored syringes more easy to identify
15. Reorganize Git
16. Make pretty health bar and timer
17. Blinking character on collide
18. Make level achievable
19. On lose game, reset to first level