GA 3331 – Week 8 – Homework

You are to iterate and polish the game from Week 7: ‘**Explosion’**. Work on removing/adding features to make the game more fun, and spend time adding audio and visual cues to help the player in your game.

These games will be presented to the class on Week 9.

# Deliverables

* An executable for your game that demonstrates the theme ‘**Explosion’** as a theme

# Likely materials (You don’t have to use all/any of these)

* Weapons
* Projectiles
* Explosions
* Mouse Picking