GA3331 – Week 5 - Homework

# Description

(6 points) You are to create a map involving a custom weapon, and targets that you can destroy. The rest of the gameplay is completely up to you! You can recreate a 3d space invaders, or a simple shooting gallery like the ones you find at arcades.

# Requirements

* It should either have a victory condition (score/number of kills), or a time limit.
* It should use a custom weapon that you create
* It should use a custom target enemy that you create

# Deliverable

* You need to deliver one level that contains the requirements listed above.

# Extra Credit

* (2 pts) Create 2 levels, and travel to level 2 after you beat level 1.
  + Use a console command and the “open **LevelNameHere”** command
* (1 pts) Combine mechanics from Week 4, and incorporate keys and doors in some way into your level.