GA4401 – Week 2 Homework

# Description

You are to take your homework assignment from Week 1 and “polish” it. This means that you should spend time making the gameplay more fun, fixing bugs, adding art, sound and music.

# Requirements

* You need to add sound where it would be appropriate. Sound FX for weapons firing, jumping, collisions, etc.
* You should add particles also where appropriate (explosions, rain, etc)
* You should work on making the game more fun. Give your prototype to others to playtest and get their feedback. It is the easiest way!
* Choose music to fit the mood of your game.

# Deliverables

* Final Prototype of the game
* Presentation of game to the class