GA4401 – Week 4 – Lab/Homework

# Description

You are to extend the gameplay from the lecture and create your own level and gameplay revolving around movement of a game entity, shooting and simple enemy behaviors.

You also will need to implement a score system, for no other purpose than to keep track of points earned either through killing enemies, or performing some other task within your level. Please display this score on the HUD.

# Deliverable

* (4 points) One custom level.
* (3 points) A custom weapon(projectile with custom particles)
* (3 points) Add a score to the game