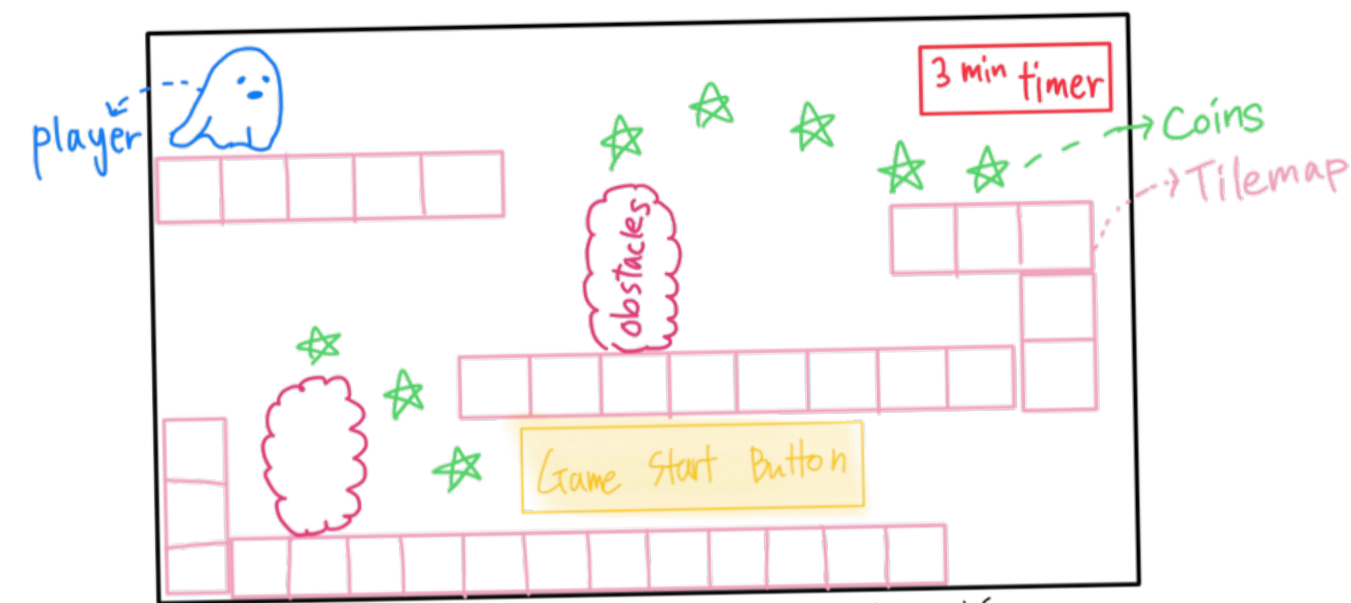


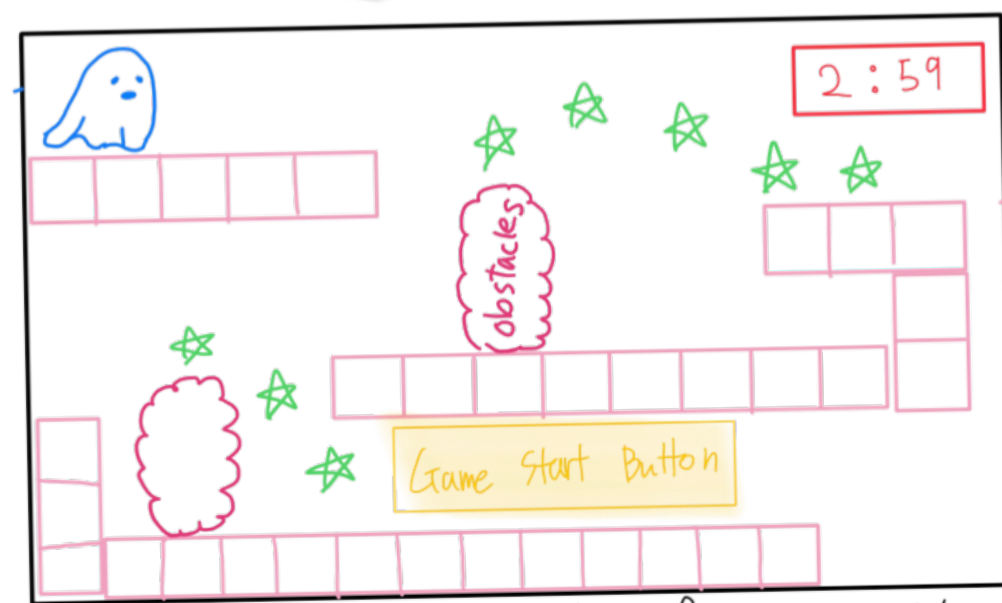
<default screen>



Default Sprite Sheets animations
Going on (e.g: star shaped coin shining,
Ghost hovering slightly)

Player presses
Yellow button

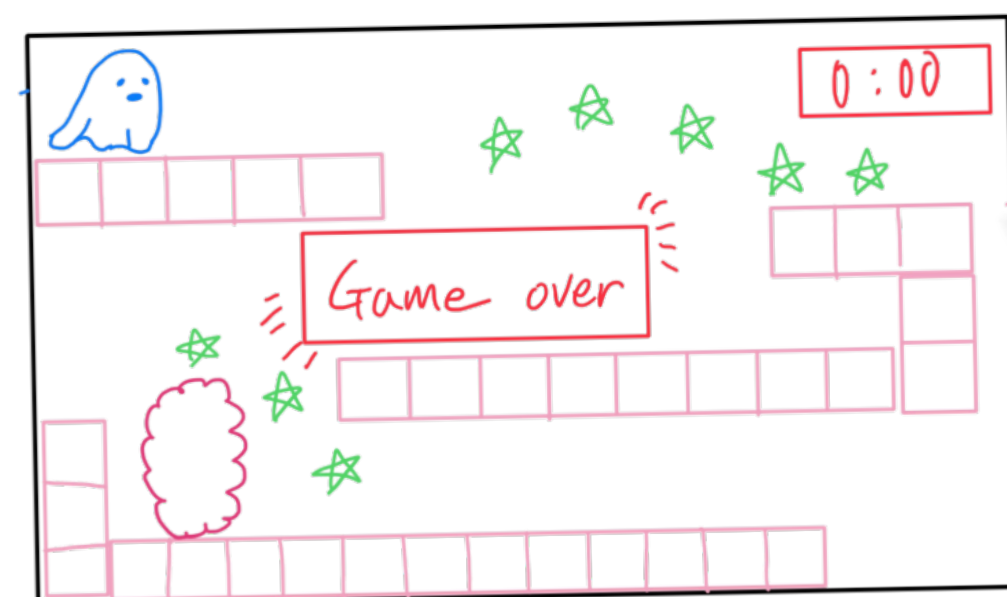
- ① start Button.onClick()
- ② game is active = True
- ③ start button.gameObject.SetActive(false)



Timer on the right side of screen starts

- ① public float gameTime = 180f
- ② remaining time = gameTime
- ③ if (game is active)
 - { remaining time -= Time.deltaTime }
 - Update timer text }

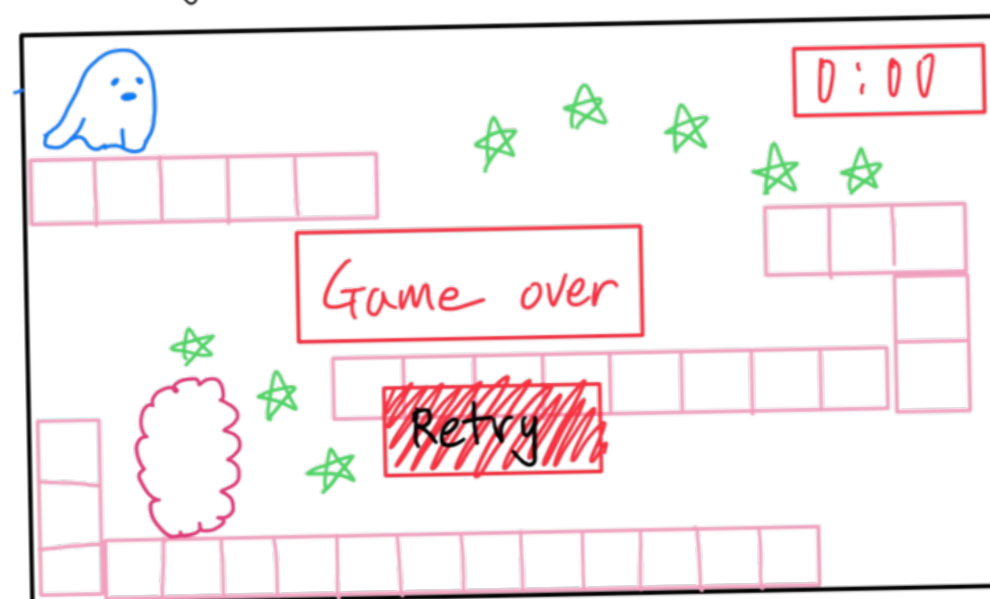
if 3 min. timer ends



- ① if (remaining time <= 0)
 - { End game() }
- ② game is active = false

a moment later

Retry button pops up



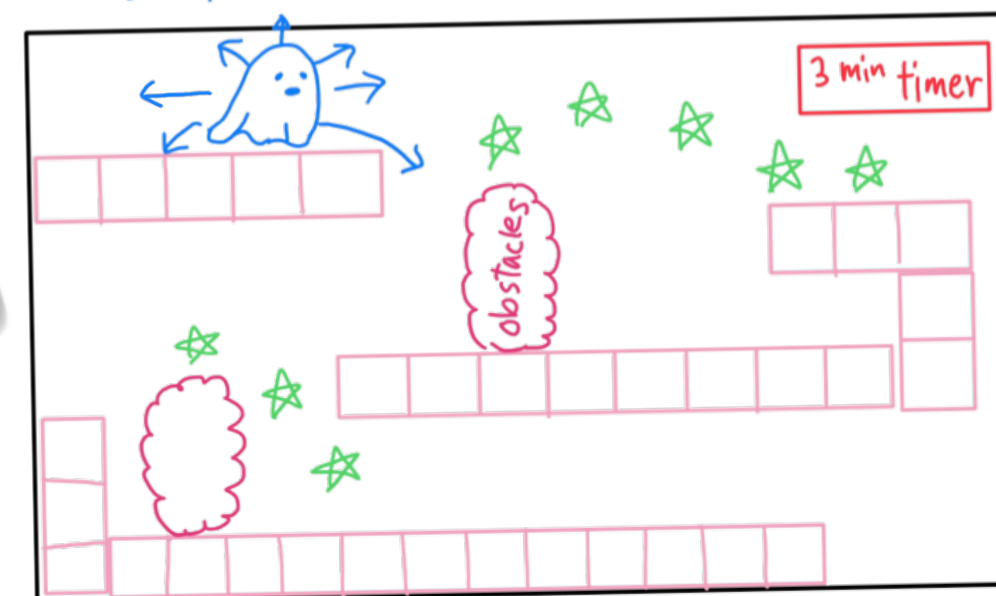
Retry button.gameObject.SetActive(true)

(if player clicks
Retry button)

* 24_Hannah Yoo_Arcade

Github link : https://github.com/hannah-y-hy/24_HannahYoo_Arcade

Input.GetAxis("Horizontal")
& Input.GetAxis("Horizontal")

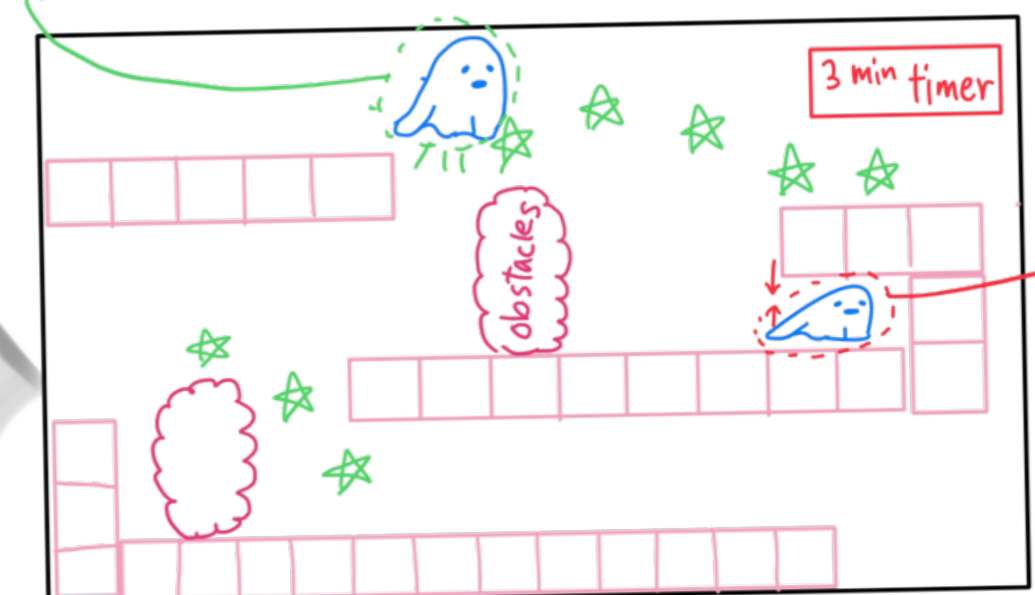


Player (Ghost) slightly bounces & moves

Player presses red/green button

if (Input.GetButtonDown(RedButton))
transform.localScale = squashedScale

if (Input.GetButtonDown(GreenButton))
{ rb.AddForce(Vector2.up * jumpForce, ForceMode2D.Impulse) }



Game restarts
(back to default screen)

- ① Resetting timer: remaining time = game time
- ② Start game()