Team name: Space Defender

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Changze Song

Requipment Explanation

* Player
  + Basically, we use what we learn in the Mario and the beginner project to solve this; we download the pixel image online and use them as the shape; the movement is exactly the same as in Beginner project;
  + in shooting we use instantiation;
* Enemie
* Game Over
  + we use a public variable to count the life; once the life became zero, we load the game over scene.
* UI
  + The UI is basically three different scene; we use scenemanagement.loadscene to load them when we need them.
  + Buttons’ codes are all written in a script call UI\_MANAGEMENT, so we can reuse them, because basically buttons’ functions are similar
  + we use TextMeshPro for all our texts
* Winning (1%)

EXTRA CREDIT (3%): Implement these extra features for extra credit:

* Pause Menu
  + We use the way Professor Ho taught in class, that how to create a pause menu by using the .setactive() command. Pause menu is a group of game object that are not being shown at the beginning; when player hit escape the gameobject will be activate so that the pause menu will show.