**ASTRO RUNNER!**

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| **Name** | **Node (5pts)** | **Category (5pts)** | **Role(5pts)** |
| 1. Mainmenu | Node2D | Node | Root node that organizes the main menu scene structure. |
| 2. Player | Area2D | Node2D | Detects collisions and controls the main character’s movement in the game. |
| 3. Sprite2D | Srpite2D | Node2D | Displays a background or image asset for the main menu. |
| 4. StartGame | Button | Control | Starts the game when pressed. |
| 5. Controls | Button | Control | Opens a UI screen or popup with control instructions. |
| 6.  ParallaxBackground | ParallaxBackground | CanvasLayer/Node2D | Creates a parallax scrolling effect for background layers. |
| 7.AnimatedSprite2D (Player Parent) | AnimatedSprite2D | Node2D | Displays and animates the player’s visual sprite frames. |
| 8. StartButton | Button | Control | A UI button that starts the game when pressed. |
| 9. DeathSound | AudioStreamPlayer | Node | Plays the sound effect when the player dies. |
| 10. Quit | Button | Control | Exits the game/application when clicked. |

Provide a screen shot of your scene three for reference. **No Screenshot will get zero.**

Player Scene Mob Scene A screenshot of a computer

Description automatically generated A screenshot of a computer

Description automatically generated

Main Scene HUD Scene A screenshot of a computer program

Description automatically generated A screenshot of a video game menu

Description automatically generated