

# Features by Jeel patel

- 1.Many small features to improve the look and feel of the game
  - Player model and animations.
2. Plane begins to smoke when hurt
  - Player starts to smoke when HP is below 50.
3. The player has 3 lives and respawns when dies. When the 3 lives are up, the camera just shows the world in a faster time.timescale, a score screen pops up and shows player stats.
  - Lives icons update when dies(total 3 Lives)
  - Camera Shows top view with Time Scale of 10.
- 4.A main menu with a start button that transitions to the main game, as well as lets you turn off the sound.
  - "PersistantObject stays when loaded level which turns off The main Sound Listner.
- 5.Aliens bleed when shot
  - Spawns a "blood1" Decal as blood effect.
- 6.Make the speedometer look nicer, and properly indicate max speed and speed threshold.
  - Speedometer shows float speed and has Spddeometer image wich radial 180 configuration which matches maxSpeed vs currentSPeed from PLayerstats.
- 7.Give all existing abilities cooldowns and icons in the HUD, which use a grey circle fill to indicate time left for cooldown.
  - Turret and Bomb has icons with different cooldown timers.
- 8.Player shoots particles when firing weapons (spark and smoke).
  - Has muzzleflash effect with spotlight.