

### **Milestone 3 documentation**

#### **Feature 1 – Game over screen:**

The first feature I had implemented was a game over screen which displays when the players die and plays a 'game over' sound effect. On this game over screen it has the buttons 'back to start' and 'quit', when the back to start button is pressed it will take you back to the main menu screen and allow you to either play the game, view the instructions or quit the game. When the 'quit' button is pressed the game will close.

#### **Feature 2 – FSM:**

The second feature I had implemented was FSM with the boss character, allowing him to move left and right and can shoot the players. When player 1 moves then the boss detects that, and moves towards/away from the player and shoots bats towards the player after 120 frames.

I think that my game should score well because it has multiple features implemented that make the game look better and perform better. The appearance of my game and the performance of the gameplay makes the game more interesting to the player of the game. I have put time into this game to make sure it of a high standard in quality and in performance, which would be worthy enough of a high grade.