Game Development Final Project

# Part 3 – HUD, Collectibles, Enemies and Sound

### In Part 3, students will complete the shooter prototype and meet the following requirements:

* Draw HUD to screen (10 points)
  + Points
  + Lives
  + Health (if applicable)
  + Shield (if applicable)
  + Current weapon or weapons
* Collectibles (20 points)
  + Weapons
  + Shield
  + Lives (if applicable)
  + Others
* Enemies (20 points)
  + All three sizes
  + Explosion graphic
  + Firing patterns
* Sound (10 points)
  + Background music (research how to play music on love2d wiki)
  + Ship firing sound effects
  + Collectibles
  + Explosions
* Other items (10 points)
  + Remove ‘dead’ items from game world
  + Ship death and respawn
    - Detect collision with enemy bullet (in Ship.lua)
    - Detect collision with enemy itself
    - Replace ship with explosion
    - Decrease lives
    - Respawn ship

70 total points