

Assignment 15.4: GUI Elements

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Loot Bar

The Loot Bar shows how full the player's loot bag is. It will increase and decrease as the player picks up and drops treasure. When the bar is full, the player can no longer pick up any more treasure.

Stamina Bar

The Stamina Bar will decrease when the player takes certain actions like jumping and sprinting, and will increase over time while not performing those actions.

TIMER

The timer shows how long the player has been in the level. How long a player takes to complete a level will be used in determining their score. Players can try to improve their time to complete each level.