My MacBook did not allow me to record and demonstrate the items listed below. This is due to their restrictions that were currently present on my Mac and it was not allowing me to record the sound files:

Sound for explosion

Sound for coin

Sound for bullet fire

Sound for background music

There is also a levelling system on my MacBook which consists of three levels. These increment each time a certain score has been achieved. The first 1 is allocated the total point of six points and each coin collected or dragon that is shot down really be rewarded by two points. And the same concept applies for level two and level three but the school board is different. These have been implemented in my cold but I was not able to show you due to the restriction of time and the size of the video. As you achieve each level the speed of the dragons coming into the screen will increase by each level.

There is a bullet which shoots want the screen has been tapped. This will it has the power of killing the Dragon