I tried to use Zoom to record it but the video is not as fluent as I want so I will use local screening recording, but sorry for no sound.

1. I will show some default values of essential parameters. The default value of health is **100**. The health pack will increase **10** heaths. When we collide with wall mesh and enemy, the health decreases by **20** and **30** separately. And the total heath is fixed to be **100**.
2. the health bar and scoreboard are on the top-right and top-left sides of the view window. And I will try to start the game to see whether the score and health will change. You should observe the health bar changes when we collide with the wall mesh, enemy, and health pack, and the score increases when we pass through the empty zone.
3. I will try to restart the game and you will observe that the health bar and scoreboard are set to default value.
4. Let’s focus on the outline which is on the right side. I want to show you that the enemy, health pack, and wall mesh will be destroyed after we pass through or collide with the tunnel.
5. Right now, I will go through the projectile part. I will shoot the enemy and we have to expect the disappearance of the enemy and the bullet. Also, we want to see the bullet actor be destroyed as shown in the outline.

(P.S) I designed a thing that when we shoot the health pack, the **score** will be decreased by 30.

1. The default speed is 20. And when the **score** is greater or equal to 100, the speed will change to 40. When the **score** is greater or equal to 200, the speed reaches the maximum which is 60. And I will show after restarting the game, the speed will go back to 20.
2. When we collide with wall mesh and the enemy, it is obvious to see the **screen shake**.

That’s all. Thank you!