CSYE 7270  
Building Virtual Environments

Assignment 3 – Music Score

* **YouTube Link:** 
  + https://youtu.be/h9qs2oHla7E
* **Description:**
  + Building a clone of game Super starfish, adding the basic mechanics where the player can move left or right to avoid hazards and collect stars to increase score.
  + Game design contain basic UI elements which will be further developed in the next few assignments (like using shaders, particle effects, Mobile game and GameAI)
* **Features added** 
  + A menu with options of New Game.
  + Adding the background music as the game starts
  + Adding sound effects for coin collection
  + Adding sound effects for score
  + Adding sound effect when player collides with hazard