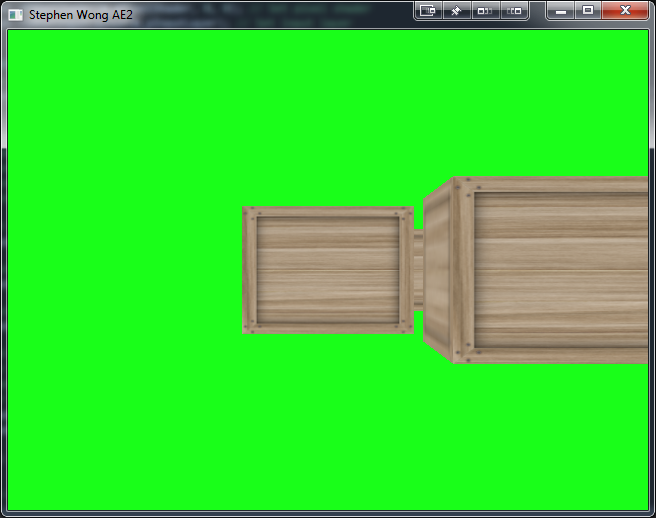
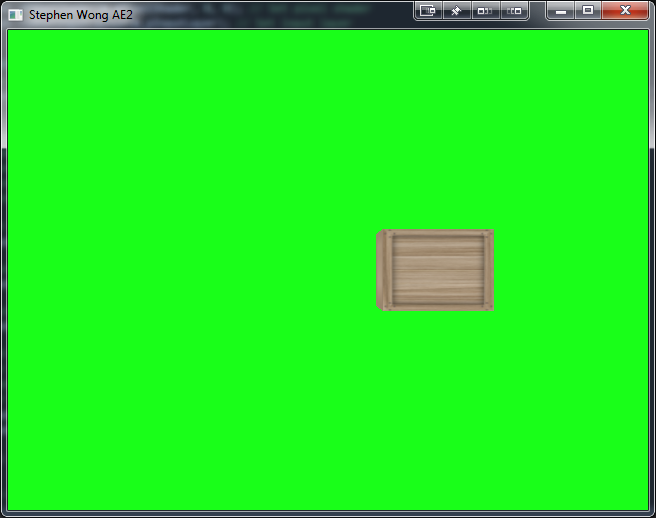
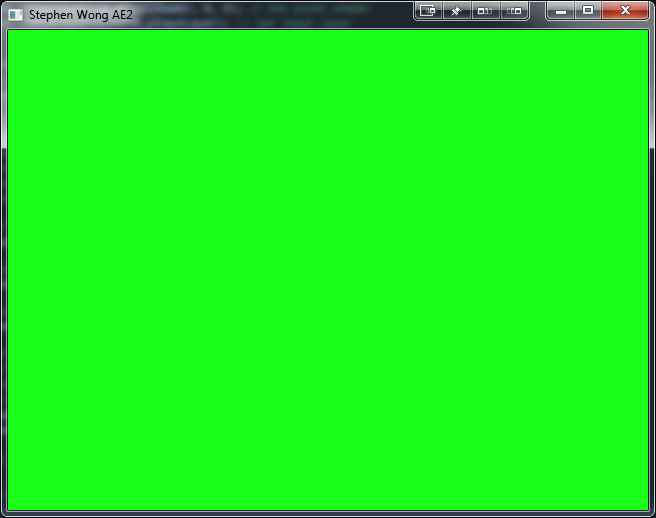
AE2 camera error

Each screenshot is the camera moving forward

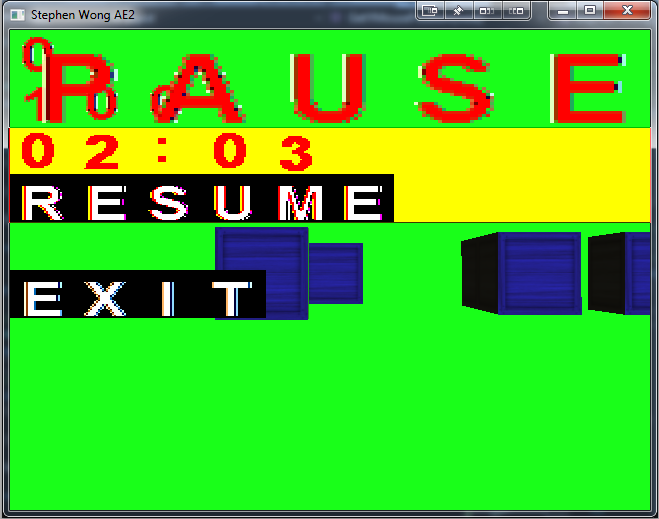




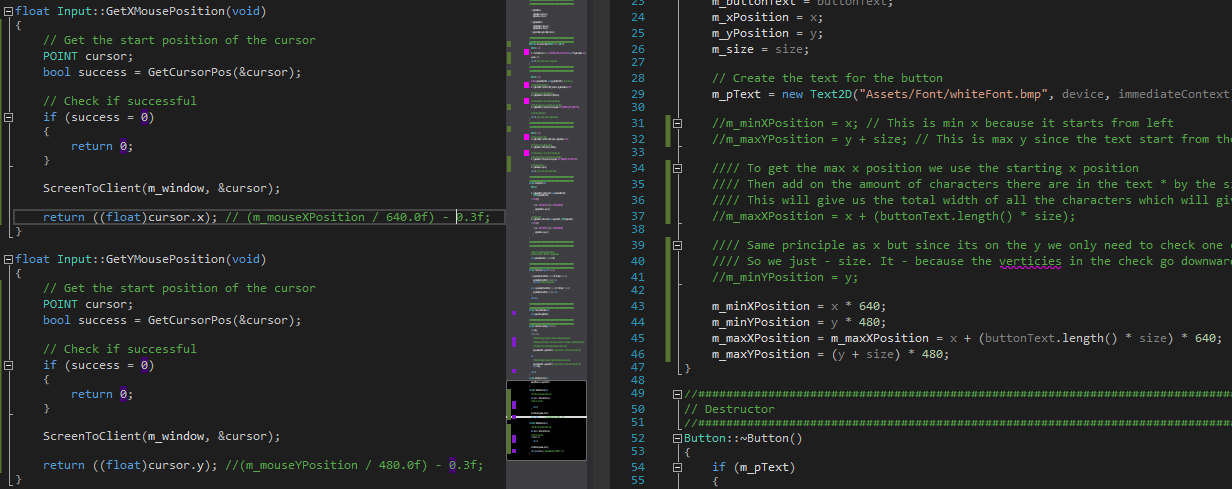


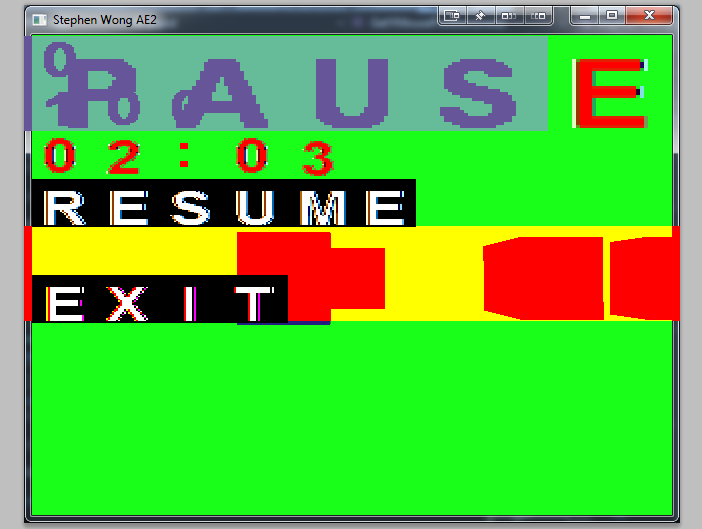
Pause Menu button

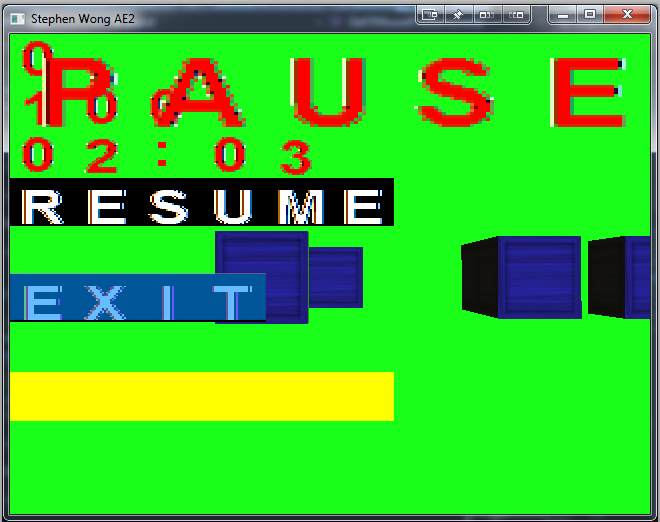
Screen to client, the yellow box shows where the resume button is pressed when clicked. The exit button could not be pressed

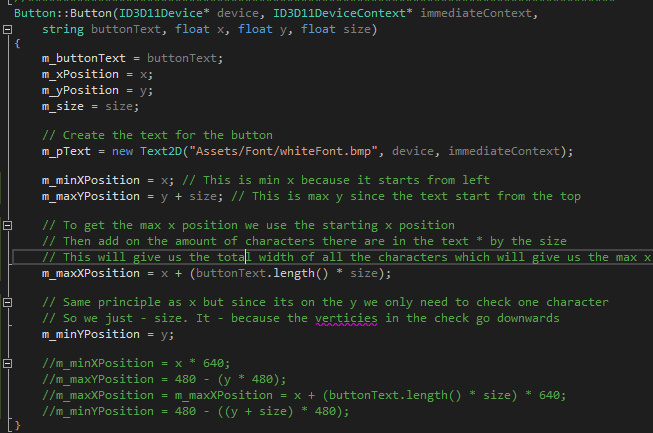


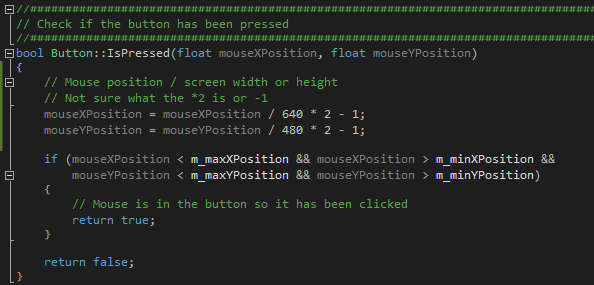
Using these, blue = exit



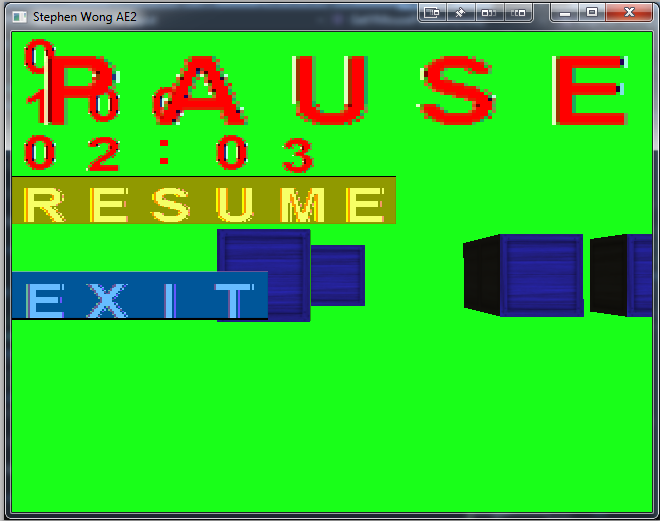


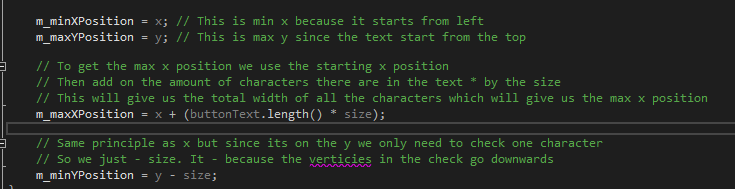


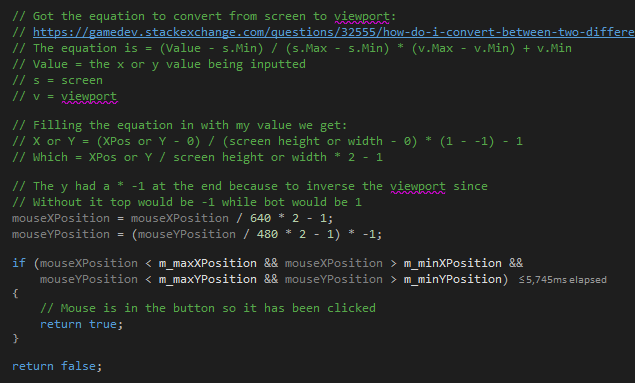




Working correctly:







Memory leak on game over, fix was to check if the game over screen had been created and if so don’t make it since it was creating it every frame

