Academic Weapon Instructions

Screens/Scenes:

In the screens folder under scenes are multiple scenes that point to one another

Start- starting screen of the game (**Please start at the start scene)**
Game- the actual game scene
Lost- losing screen of the game
Win-winning screen of the game

Controls:

Left key- moves the player object left at a fixed velocity
Right key- moves the player object right at a fixed velocity
Space key- shoots a sand glass/orb if enough time has passed since the last one was shot

Win/Lose/Score:

Score/GPA +0.10 if orb/sand glass collides with an enemy/code
Score/GPA -0.10 if the player exits the screen
Score/GPA -0.10 if an enemy/code collides with the deadline/finish line

Win- when GPA reaches or gets below 4.00
Lose- when GPA reaches or gets below 0.00

Behavior of Elements:

Shirley/Player: person icon holding a computer representing the player
  Behavior:
  - holding the left/right buttons moves the player at a fixed velocity toward that direction
  - pressing the space bar shoots a sand glass upwards linearly at a fixed speed
    - Produces "keyboard" sound
    - Sandglass can only be shot once per designated time interval (.3 s)
  - spawns an enemy once every designated time interval at a random x-point from the top of the screen
  - exiting the screen causes the icon to respawn in the middle with the same y-altitude
    - GPA goes down by 0.10 upon this behavior
    - Produces "oh no" sound"

Sand Glass/ Orb: icon shot out from the player that destroys the enemy icon upon collision
  Behavior:
  - Upon collision with the enemy, it produces a "tadaa" sound and then destructs
    - GPA goes up by 0.10 done by the colliding enemy upon this destruction
    - Produces "Tadaa" sound

- Upon exiting the screen, it destructs

Code/ Enemy: enemy randomly spawned from the top of the screen that the user needs to destroy
   Behavior:
   - Upon spawn, the enemy moves from the top of the screen to the bottom at a fixed velocity
   - Upon collision with an orb, it destructs
      - Increases GPA by 0.10 upon this destruction
      - "Tadaa" sound produced by the colliding orb
   - Upon collision with the deadline, it destructs
      - Increases GPA by 0.10 upon this destruction
      - "ohno" sound produced by the colliding finish line

Deadline/ Finishline: The green line represents the deadline that the assignments cannot pass
   Behavior:
   - Upon collision with an enemy, produces "ohno" sound