Lesson 3 Checklist – Click Ball

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| --- | --- |
|  | Properly named folder with Game Maker file and executable file. |
|  | All resources have proper names. |
|  | Unused resources have been deleted. |
|  | Basic game build has all required elements: |
|  |  3 play levels with correct backgrounds |
|  |  title screen with instructions and buttons |
|  |  ending screen with message and buttons |
|  |  levels 2 and 3 have additional wall blocks for higher difficulty |
|  |  ball speed of 10, cheat codes to help with testing |
|  |  sound plays when ball hits wall |
|  |  cash register sound when player clicks ball |
|  |  1 point scored each time ball is clicked |
|  |  victory conditions to advance through levels |
|  | Going beyond activities have been completed: |
|  |  second ball with all necessary programming (collisions, sounds, scoring, victory conditions) |
|  |  balls bounce against each other |
|  |  enemy object that ends the game when clicked |
|  |  balls bounce against enemy objects |

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