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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