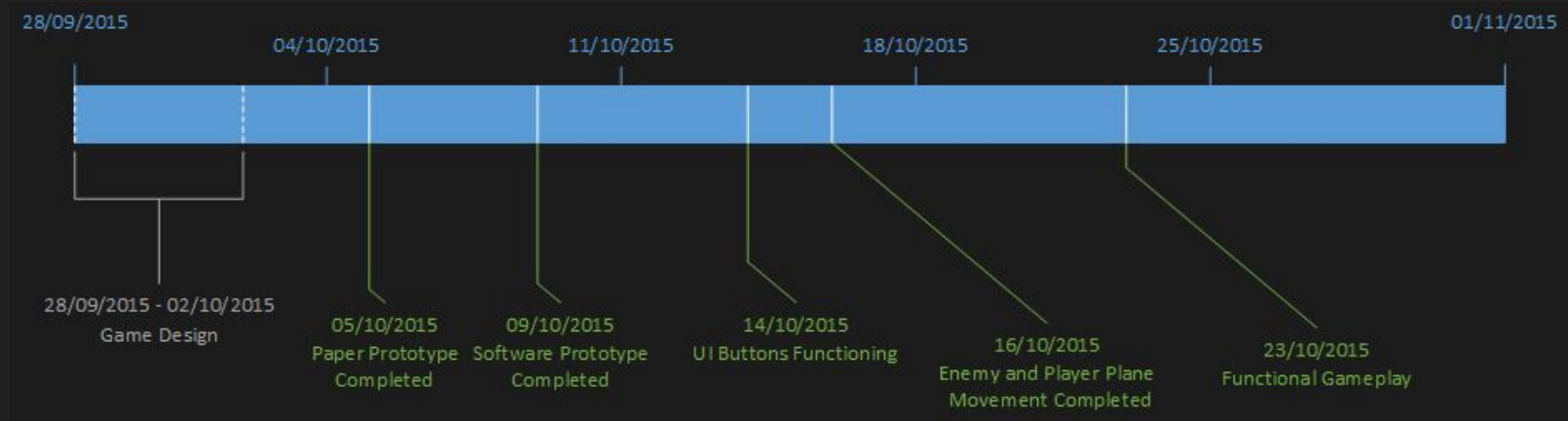


# Project DangerZone

Progress Update



# Timeline



# Completed Features - Part 1

- Player core object
- Player plane movement
- Accelerometer
- Player bullet fire
- Base score system



# Completed Features - Part 2

- Enemy 1 kamikaze object
- Enemy 2 fighter object
- Enemy firing
- Pause menu art



# Upcoming Features

## Short-term

- Pause menu code: “Exit”, “Settings” and “Restart”
- Missiles and Superweapon!
- Scrolling foreground
- Gatling gun to overheat
- Score system improvements
- Leaderboards.

## Long-term

- Main menu
- Scrolling background
- Music and sounds
- Levels
- Fighter Wings



# Gameplay Live Stream



# Player



- Player movement
- Gatling gun
- Health and damage system



# Enemies

- Different enemies
- Different attack styles
- Enemy formations





# Pause Menu

By hitting the gear symbol, you can pause the game and bring up the pause menu.



Alpha Download Available!

[bit.ly/pdalpha](https://bit.ly/pdalpha)

