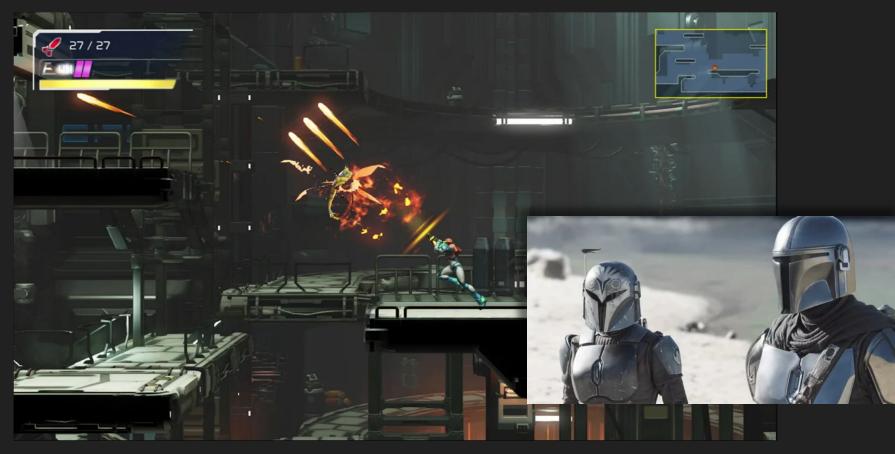
## Feedback and User Interface

## HUDs and UI



## Challenge - Ammo in HUD

Add a consumable secondary ammo (eg: missiles) to the HUD of your game.

- 1. Find a sprite for your secondary ammo online.
- Add the ammo to your game three times!
  Once as a projectile (eg: "Missile"), once as a pickup ("PickupMissile") and another as a UI element (eg: "UI\_Missile").
- 3. When the projectile hits an enemy, give them more damage than the laser.
- 4. Spawn a pickup-ammo randomly when an enemy is destroyed. Hint: Add an "else" statement to the engine part random spawning code.
- 5. Similar to the engine part pickup, create an instance variable on the Player to count picked up ammo.
- 6. Add an ammo counter to your HUD and update it every tick.