

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.
2. 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.