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| TASK: Game design with interaction review |
| Task explanation |
| I was asked to add an interaction to my game level which was the lives image used as hearts on top of the screen. |
| Problems |
| The only problems I had was finding what image to use as the lives in my game level. It had to suit the background and colours, so I got the red heart image for the lives. The other problem I faced was the coding I had to do to put that in as lives which count on screen. |
| Solution |
| I fixed these problems by really concentrating on what I was doing and putting more effort in finding the images and completing the coding to its correct way. |