
Next Steps

Here is some further explanation of the elements that you could add to the prototype in the future:

- **Start screen:** A start screen could be added. You could build it in its own scene and give it a splash image and a *Start* button. The Start button could then call `Application.LoadLevel("_Scene_0")` to start the game.
- **Game Over screen:** Another scene could be created as a Game Over screen. The Game Over screen could display the final score that the player achieved and could let the player know if she exceeded the previous high score. It should have a button labeled *Play Again* that calls `Application.LoadLevel("_Scene_0")` .
- **Increasing difficulty:** Varying difficulty levels are discussed in later prototypes, but if you wanted to add them here, it would make sense to store an array or List for each of the values on AppleTree, such as speed, chanceToChangeDirections, and secondsBetweenAppleDrops. Each element in the list could be a different level of difficulty, with the 0^{th} element being the easiest and the last element being the most difficult. As the player played the game, a level counter could increase over time and be used as the index for these lists; so at level=0, the 0^{th} element of each variable would be used.