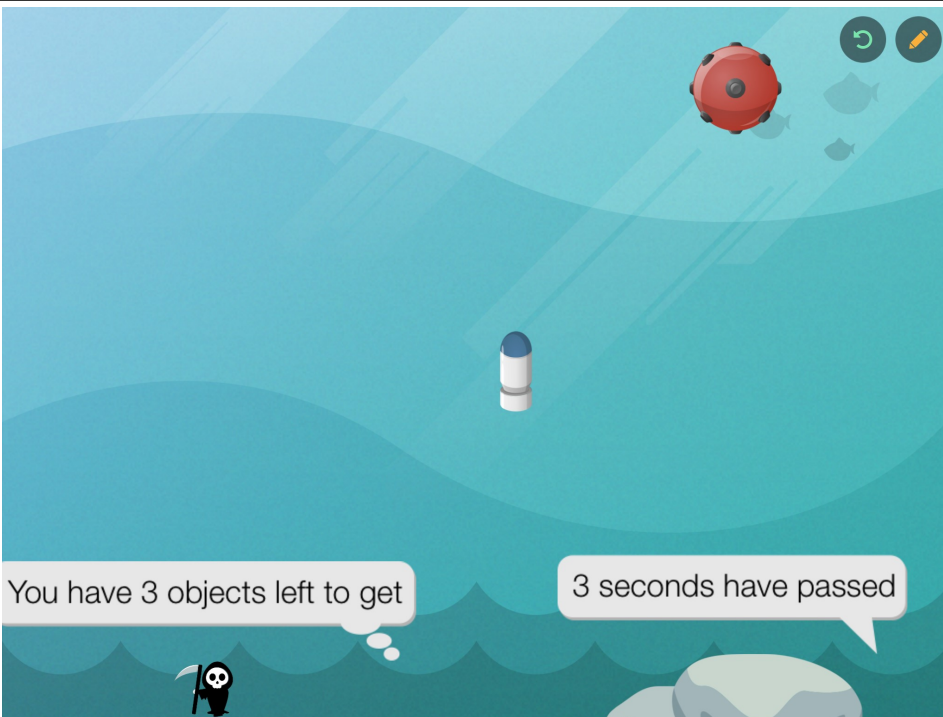


What objects do you need to make?



What would you change to make the games even better?

Decompose Mine Hunter Game

What do you need to make the missile do?

What do you need to make the water mine do?

What do you need to make the death character do?

What do you need to make the rock do?

What variables do you need to make? (What changes?)

What do the variables need to do?

In which sprites could you put the variables code?