***GALACTIC MAIL: ADVANCED CHALLENGE***

**DEVELOP A CONCEPT**: Go to the assets folder and study the unused Galactic Mail assets. Consider how might use them in an original game build. Develop an original idea for a third level for your game build. Describe your concept in the box below. Explain the how the gameplay will change based on object behaviors, rewards and penalties.

**WRITE A HYPOTHESIS FOR PROGRAMMING:** You will need to create your own programming to make a third level for Galactic Mail. In the box below, identify the programming events and actions that you will need to have to make your level three gameplay. What do you expect the objects to do as a result of your programming?

**CREATING YOUR NEW GAME LEVEL:** First, go to FILE then SAVE AS to rename your Galactic Mail file (i.e. *fk\_galactic\_advanced*). You can then modify your game build, add resources and properties while not changing your working Galactic Mail game. Add game resources and properties based on your plan.

**TESTING AND EVALUATING:** You should test your programming as build. Once you have completed your level, write an evaluation in the box below. Use the questions below as a guide to write this evaluation.

* + Was your hypothesis valid or invalid? Explain “why” or “why not”.
	+ What did you need to change in your programming to make your game level play as described in your concept and hypothesis?