

## Year 9 Game Maker Task

Your task is to create a 'retro-style' game using Game Maker.

It should include:

- At least three levels
- A way to lose lives or health
- Enemies to avoid or shoot
- A score system
- Sound effects

Examples might include:

- A maze game like Pac-Man
- A shooting game like Space Invaders

**Note: This task is deliberately vague. Use your imagination!**

