Limitations and Future Improvements

Limitations:

When importing sprites images into the maze, I use turtle.register\_shape to register each individual image. This was the only way I could register the images without getting errors and breaking the game.

Solution:

Instead of registering each image, I could have created a loop, to loop through my image folder and register all images which would have made my code cleaner.

Future Improvements:

* If I had more time, I would like to have fully implements a weapon feature which the player could use to kill enemies.
* I would have like to add some unit testing to my program for each function and class.
* I would like to add a map builder algorithm, so they map changes every time the user plays the game to give it a new feeling.
* I would have like to have created my tests before and while I was creating my game, following a test-driven development.
* Adding more enemy varieties would make the game more immersive rather than just one enemy type.
* I would have like to add more treasure types as I was only able to implement one treasure type.
* Add a feature so that when a player gets near to an enemy, the enemy starts to move closer to the player.