

I approached this challenge trying to find ways in which to add extra flare, extra complexity and extra juice. Thus, I made a point system, I added a High Score Counter in order to make the player attempt to improve it. Also, there's saving (Even if it only saves the highest score).

Wind was added, as it proves to be a nice spice to the gameplay. Having to take in count how wind affects speed and direction makes the game more interesting. But as just adding wind would be confusing for the player, I added an arrow that shows the current direction. As wind strength doesn't change, neither does the arrow. Boards now just don't disappear when you hit them. Now they make a little transition that makes the changing position a little less jarring and also adds a little bit of flare and juice.

Now darts make noise on impact, and when they hit, a text saying how many points were earned appears, with particles and all. This adds juice to the game, and feedback.

Sadly, I was busier than expected this week, so a few features ended up in the cutting room floor,

There was an idea of adding a Store that couldn't be brought to completion, that would allow you to buy new dart colors, and increase the amount of darts you have, that would allow you to improve your high score ever so slightly. There would also be rewards for each score, making you try hard every time in search of extra coins.