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Post Mortem Discussion

In this report, I will be discussing my experience while developing a Space Invaders clone using the ASGE engine.

What went well

When I was developing the Space Invaders clone I felt that programming the fire and player movement mechanics of the game fairly easy to do. Implementing the lives and score panel went smoothly as well.

What went bad

One of the difficulties I had while developing the Space Invaders clone was the enemy's movement. I found it difficult to regulate the speed that the enemies would move and the direction. I ended up using timed intervals to move the enemies so that it moves every few seconds. In terms of having difficulty going down without moving left or right at the same time. To solve this issue used multiple bool variables to check whether it has moved down or not. Most of my issues when developing this game was something related to the enemies.

How could I improve

I think there could be an easier way to implement the enemies the game and I may have over complicated it in my Space Invaders game. There were also other parts of the game where I may have over-complicating the players and enemies firing system. I could also adjust it so that the player cannot "spam" space bar to fire a stream of bullets which makes the game very easy to play.