Reflection on planning in asteroids++

Overall, I believe my project was quite well planned especially for my first time using the arcade library, I used Trello boards and detailed commit notes to keep track of my progress as well as commenting code along the way so that I could go back and still understand what was happening. The culmination of my planning was a working final product that fulfilled all the requirements of my Trello board in the beginning. I think that the next time I made a game in python arcade I could be a lot more efficient and be able to plan in better detail because I now know better programming practices for the library, such as making sure all sprites are objects or child objects and using sprite lists and spatial hashing when necessary. I think that some things I could improve on in my planning were final gameplay elements, as my original Trello board mostly focused on engine attributes such as spawning system and movement as opposed to goals or progression. One of the things I think I will be able to avoid in the future is re writing code, when I had the first basic version of the game working, I re-coded it using what I had learned to create a more performant and robust base to build off of as I had learned better practices within the python arcade library. I think I could have talked to playtesters more, but the feedback I got was good enough to make a final game with good gameplay.