Lab 5

Intermediate Game Design – CITA 312

Prof. Awedat

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**Challenges faced with particle system**

No issues faced with particle systems

**Implementing movement obstacles**

No issues, two moving obstacles placed in lvl 1, discoverable at runtime

**Was refactoring helpful**

I refactored throughout the project before this and it proved to be very helpful, but overuse can result in the code being just as messy looking

**Bugs and resolutions**

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**Changes**

The art style I decided to go with does not mesh well with adding more lights other than the main directional light.