Basic Astoriods Post-Mortem

Goals: For this project I am just sticking to a basic astroids game with simple physics and gamestates unique features added to this game are an AI enemy, and textures.

Challenges and triumphs: Throughout the development of this project some challenges were fluently combining features so that they could fit in one gamestate script there were so many vocab clashes, there was alot of problems that I had a hard time understanding as well so I had to ask for help, the game does have game states and a somewhat working AI which is good they just need major tweaking. lastly there are some graphics in the game and some are not.

Lets see if I could start this project again I would want to at least have a nice working game with some nice features once again I only have a very boring plain asteriods game.