LO4: Build and deploy a game project across a chosen platform.

Overall, I am very happy that I managed to finish the game exactly as I wanted it to be. At first it was difficult to find the right game to rely on and replicate but after I did few searches and watched some tutorials I managed to find the right one. I chose CUBETHON to be the model for my game as I really enjoy playing arcade games as they are very challenging and not boring. I played the game myself and added few more things like a pause menu, mute button, etc. From the tutorials I didn't find any difficulties as everything was working fine and I was able to understand everything. Some difficulties I found were the level select menu and the random level but with the help of the lecturer I managed to do them work the way I wanted. I was able to make the level select menu by myself and all the levels work fine. The only problem I had was on how to make the upcoming level locked with a lock image on it and get unlocked when you pass the previous one. Another problem I, encountered was while coding the random level part, but it wasn't that difficult to make it work. For my next project I will try to search more about some specific parts regarding the game to be able to do it all on my own. Another thing I need to work on is to pay more attention during the lecture and use more the lecturer's code.