Gunnar Babicz

Dr. David Beard

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Asteroids After Action Report

In finishing my Asteroids game, I learned as much from the failures I experienced as the success. For the features I decided to add past the base requirements, I have added both sound effects and a high scores page that both shows and saves the top 10 scores.

Many of the challenges I faced with this project came from perfecting small details instead of the more significant areas. I spent 2-3 hours improving on the animation and shape of the player’s ship, and around 9 hours implementing the leaderboard.

While the program is functional, there are areas where it could be improved. For instance, I would like to implement a proper library to play the sounds correctly. The standard library for sounds in C# is unable to play multiple sounds concurrently even with threading. Performance is also another major issue with the current program, which points to some much needed optimization. In the future, I intend to make a more solid base to my programs before spending significant amounts of time on small details.