Feedback

1 Animations, Sprites & Events

You have made good general use of multiple sprites and animations to improve the look and feel of the game. It would also have been good to add some additional interactions such as an opponent chasing the player.

Your use of mouse and keyboard events is quite effective and provides the player with a range of options to interact with the game.

2 Collision Detection

You have made correct use of multi-step collision test process here to minimise the processing effort required to check for actual collisions.

3 Game World

You have made good general use of the tile map concept and demonstrate the core principles involved. You have created a suitable parallax effect but as you state in your report, it needs to be more noticeable.

4 Sounds

You have made good use of threaded sound principles and sound in general. It is particularly effective when used to provide feedback when you flick the switches and a block appears.

5 Report

Your report provides a reasonably objective assessment of your game and I would generally agree with your observations regarding the strengths and weaknesses of your game.