Conclusions – Ryan Jones P4019410

**Reflection**

I have been very satisfied with the progress made within this module, it was definitely worthwhile and I had learned many things from this single module. Unfortunately there were some minor issues that did persist and required assistance from coursemates and tutors, whom easily pointed out the flaws within. This did, however, help understand what problems could be easily solved and prevented them from occurring again.

I would be happy to put this demo as a project that I had (mostly) finished. Even though it graphically doesn’t look too appealing, the underlying code is a lot neater and much more understandable. On the other hand, there were additional parts that I wish I had more time to finish. Even though some of this time was used to draw these sprites myself, it did help myself understand the animation code that I used and develop it further and make it much better.

Overall I would say I am pleased with the current demo created. There were some issues, but these do not overshadow the effort and subsequent completion of the game.

**Lessons learned**

I would say that I have learned a lot in this module. Obviously stating it all would be redundant since most of it is in the module guide, but some smaller parts that I have learned includes proper time management and some additional C++ solutions which was implemented in to the project.

**Future enhancements**

For the future, when I have more time to dedicate to this project, I would like to develop additional levels within the World and improve the game states to utilise these additional levels. I would also like to add some power ups to the game which would be dropped off of enemies with an adjustable drop rate.