6. The majority of the primary functionality was handled behind-the-scenes by the Unity engine. Because of this, the performance of the application is very good. The engine is very efficient in executing our project, and we did not observe any noticeable lag in the game. Details such as sprite collision are handled by the engine with relatively-high accuracy. The entire game is presented in a very user-friendly fashion, with simple controls and UI. Any user that has played a 2D platformer such as this before will have a very easy time using the application.

7. We utilized GitHub as our version control system. Since the three of us were not developing at the same time and in the same location very often, this allowed us to have the latest version of each other's code. Thanks to prior experience in labs and homeworks with GitHub and our chosen IDE's of choice, we had very few hiccups with the system. It made developing this project very easy.

8. Due to time constraints, there was a lot of content that we were unable to include in this game. At the time of this report, future content might include additional levels, enemy types, power-ups for the player, bosses, an a high-score board. The majority of this material falls into the category of “content”, however, and would be rather easy to integrate into the existing game. Since the main components of the game are already in place, the only requirements for these additions would be asset creation, AI development for new enemy types, additional controls for power-ups, and other such details. We hope to implement at least some of this before the demonstration, but at the time of this report, these features are not yet included in the game.