Michael Kytka and Eli Frye

Games I

Dr. Birmingham

11/16/15

Project 2 Game Evaluation

Through the game design process, there really was not a situation where we had to make a decision involving a tradeoff between game complexity and performance or ease of implementation. The most time consuming part of the code is the collision checking between each object. Since we do not have too many objects to check collisions on, the frames are sufficiently fast. Originally, we were thinking about using normal up, down, left and right movements for the player ship. We did, however, think that it would be much better to utilize the left and right arrow keys as the rotation for the ship and up and down as the acceleration/deceleration depending on its orientation. Additionally, we were going back and forth on how we should handle level changes. Instead of more enemy ships, we decided that the enemy ships should become more difficult to destroy. We have one easter egg in the game that causes the ship to have an infinite shield. The code for it is “FORCEFIELD.”