**Implementation Strategy and Selection**

**Key Requirements:**

1. **Select max 4 enhancements strategies from previous sections that work synergistically together.**
2. **Justify selection based on impact potential, feasibility and implementation timeframe**
3. **Create a prioritised implementation plan with realistic timeline and resource considerations**
4. **Demonstrate how selected improvements address core issues while maintaining game coherence**
5. **Implement the chosen enhancements**

**(Potential) Enhancements to be made to the game**

* Changing the background of the game to add more thematic coherence to the theme of ducks with potential animations to add to the story of the game.
* Add sound effects when the ducks appear on the screen to make it easier for players to be able to determine where the ducks are within the screen.
* Adjust UI to better suit a style that players could be used to from other games. This would add better familiarity between players and allow for an easier understanding instead of having the information crammed into a single box along the top of the screen, e.g. choose better font for the theme of the game, make the timer flash red so players can know when their time is almost finished without having to pay complete attention to a different aspect of the game which could break their immersion.
* Possible scene transformation animations to make the menu and game feel more responsive and alive.
* Animations for the water, ripple effects and other aspects of the game feel
* Make it easier for the player to determine which ducks are bad ducks and good ducks (colour coding)
* Add a functional timer from the (possibly a physical timer) for better information clarity
* (potential) Add visual effects for accessibility considerations such as visual audio (Fortnite) to determine the direction the player is meant to be looking in