The major change that was made to the feature set was how asteroids are spawned. Prior to level design the asteroids were planned to spawn around the player at a set radius. The asteroids would move towards the player, but would de-spawn after approaching the radius boundary of the player.

We have since scrapped the idea from our rough draft that was written up for the asteroids spawning around the player. We had decided to change the asteroid spawning behavior by adding asteroid spawners around each level, with later levels containing more spawners and a higher asteroid capacity.

We, then again, decided to changed the spawning behaviors again by removing the idea of asteroids spawning from objects that would act as spawners. Now, in the final draft, we have settled on the idea of the asteroids spawning from an edge/boundary of the map and moving to the opposite edge of the map where they will then de-spawn. This behavior will vary slightly depending on the map shape.

Another change made to the final draft was the centipede boss that we originally intended to be in the game. After searching for many art assets, we had issues with finding an appropriate centipede and would not be able to create a believable centipede in time, so we settled on an alien looking arachnid that we can replace the centipede with. With this change in creature, we were able to come up with the idea to have the arachnid jump between static asteroids to make it harder for the player to hit the boss. It will also make for a more interactive encounter with the boss attacking the player from multiple platforms.