Unimplemented behaviours:

All required features are implemented.

Potential improvements:

There are many improvements we could make if given more time.

First of all we can add more content into story mode. This just requires editing some images together and writing a script since the system is already build. Actually one could even add script files into the game after it’s already been compiled.

We would also improve on the graphics. Right now we use java to scale the size of the images. However java destroys the resolution even when an image is scaled smaller. Thus some images are not as clear as they should be. We could just pre-scale them with better software and then directly draw them out in java for better effects.

Another improvement would be fixing animation glitch. Sometimes when the player takes damage and move right away, the animation still plays stand animation for bit and then switches to running animation. This does not disturb gameplay, but just feels a bit awkward so it wasn’t taken care of.

We would also add more sound effects into the game, such as running sound, and sounds that enemies make. In addition, we’ll change all the files to .mp3, as right now they are .wav files and take up a lot of space. We know it is possible to make java play .mp3 files, but we just didn’t have the time to research into it.

Also perhaps more balancing, because right now I find some stages to be much harder than others.

Lastly we would have a game clear screen after you beat the last level, and then play the credits before bringing the player back to the main menu. Right now it is the same transition screen as any other level so the player hardly knows he has won.