Documentation

What went right:

The project was mostly within a reasonable time. I learned a lot trying to get the enemies to move in a linear fashion as I had rushed through the circle blast. The game also served to reinforce what I had learnt.

What went wrong:

The plan was initially to create a top 5 high score list and not just simply have the persons highest score. That had to be scrapped at I could not get the array to present itself as such. Its length would be double what it was supposed to be and I could not for the life of me figure out why it was behaving erratically. The plan to implement ambient sound throughout the game had to also be scrapped due to lack of time which is unfortunate. Enemy movement would also behave erratically until I simply reimplemented how the enemies were moving. Possible future improvements would be to get ambient sound working, implement power ups for the ship and to get the high score list working with some sort of permanence attached. I had no teammates and my final grade should probably be somewhere around a B to B+.