Notes to Future Programmers

Since we did not complete our release schedule, that would be one thing that a future programmer of our project could do, such as adding a HUD or multiple levels. Also, currently, there is no way to win the game, so this is the feature that a future programmer should focus on the most.

There are also various bugs in the game (as listed in the “Disclaimer and Known Bugs” document, so a future programmer should fix those, such as not dying if you shoot a bullet while too close to a certain type of tile.

Some other things that a future programmer could focus on are the following:

* Use the Gdx-ai library instead of our AI.
  + We did not have enough time to learn how to use the Gdx-ai as it was much larger than we thought, but we would have liked to use it instead.
* Use the AssetManager to load all resources needed
  + Apparently you can have a cool loading screen run asynchronously, and is just cleaner overall as it uses less memory
* The ContactListenerUtil file is pretty ugly, but any other we tried to detect which objects hit each other, it did not work. Maybe, somehow pass generic objects into the isContact functions