The biggest challenge that I had to face was completing the game before the deadline. This was due to setbacks from others issues that have been caused. These are all of the issues and challenges that I have faced:

For the first two sprints there were no issues that I have faced but when I started the home page I had faced a minor issue. I had to give the homepage a complete redesign straight away as it was not practical and efficient for the user. I simplified it which gives it a more basic and retro look and is easier for the user to navigate. This was noted in the third sprint.

By the fourth sprint I had started with the game. I was struggling to get the functionality for the game working so I had to spend a lot more time figuring out how I was supposed to move the ball, collide it with the hole and add a score. The ball was not moving how I had visioned as I wanted to create a power bar and aiming function. I knew that it was going to take a lot of time to figure this out which would cause a huge set back so I decided to rethink about how I was going to get the ball to move.

After a lot of changes and thinking about the ball mechanic, I finally came across a dragging mechanism. This was decided upon by the fifth sprint and had put me back on track. This had caused some more issues to appear though. The ball was now able to leave the canvas so I had to figure out how to implement some borders. I had also created obstacles ( sand and water) which had no functionality and the ball would go underneath them when it collides. It also gave me the realization that the objects do not seem challenging enough and I need to figure out a way for them to be placed different each level, as currently the ball was going in the hole and respawning with nothing happening.

In the next 2 weeks, I managed to find solutions to my problems and complete the functionality for my game. I was able to use the same type of collision for the hole with the obstacles and then added a disadvantage to the player depending on what object the ball hit. These issues from the previous sprint were not too hard to fix, however I still found that the game wasn’t challenging enough. I added in a wall which makes it more challenging and fun for the player and I implemented a function to spawn the obstacles in random positions each level so that the player will never know what is going to happen. The were no issues raised in the sixth sprint.