Even with the successful outcome of the project, there were still many obstacles faced throughout. I had researched some of the issues that could arise at the start of the project which helped with overcoming them easier when they did appear.

The sprints and the kanban board helped me outline and any issues that had appeared and visually showed me what I needed to prioritize first to get tasks completed before the deadline. I had many issues with the functionality of the game not working correctly and I had to figure out different ways of implementing the different features that I wanted to include. This means that my finished game does not fully match the designs that I had created before I started to make the game because I had to find different ways of implementing things. The main issue that set me back was the ball shooting mechanic. This was completely different to how I had visioned at the start of the project, but I had expected it to cause an issue due to my research beforehand. There were many other issues as well and the best way that I found to overcome them was trial and error. I had to put more effort into figuring out problems and spent a lot of time trialing different methods until I got an outcome that I was happy with. This ultimately has shown me that not everything will stick to the plan but being prepared for that to happen will result in success.

In addition to the technical challenges encountered during the development of the game, there were also legal, social, and ethical considerations that needed to be addressed.

From a legal perspective, I ensured that I complied with the Copyright, Designs and Patents Act 1988. To ensure this, all the graphics, music and other assets used in the game were properly licensed to avoid any potential copyright and legal issues. Furthermore, I had to pay attention to the Data Protection Act 2018, which is used to safeguard any personal information that I collected through the game (such as leaderboard name).

When considering the social issues, I had to carefully decide on the games content and themes to ensure that they are appropriate for all of the players. This meant that I needed to avoid any content that could be perceived as discriminatory or offensive. Additionally, I had made the writing as big as possible and added a customizable feature on the ball colour to consider people with visual impairments.

For the ethical issues, I had to ensure that I provided honesty with the users of the game. This means that making any in-game purchases, advertising or data collection clear to the users, however I had not included any of this within the game. Moreover, the game does not include any violence and is family friendly for anyone to be able to play.

References

<https://www.gov.uk/data-protection>