

Reflection:

- **Progress:** In terms of progress, a third element has been added to the pool. This element possesses the properties of the established object-oriented program. I have written a code to enable this new element (element 3) to interact with both element 1 and 2 in a “if” sequence: If two shapes are placed into the fusion zone they will disappear. Now, they will not only disappear, but they will play a sound effect upon fusion and the elements will reappear at their original position making the possibility of recombining elements possible. Progress was also made in terms of images by developing assets to eventually replace the shapes. They are in line with the element recipe guidelines presented in the proposition. So far, they respect the simple aesthetic established in the project:



- **Future work:** The up-and-coming technical challenges that I anticipate are related to designing the lab area in terms of spacial organization. Since, eventually, the fusion of two elements could possibly generate a new element, the table where the elements are displayed must be organized for new elements to appear. Next, the mechanic itself of generating a new element will be tricky. The conditions for a new element to be created have been set, but the “spawning” of this new element is still a new mechanic to be discovered. I expect to ask guidance in this area. After covering these two priorities, the game will be in a position where “the ending” can be attained (once the final element is created). Then, the next step will be to create a time display at the top of the canvas and a consume button at the bottom of the canvas. The interactions between elements and the consume button influencing the time and the state of the game will be the final mechanics to install for the game to be fully functioning.