**Improvements**

Improvements I could make to the game are as follows:

**Character redesign.**

Some of the characters that I have used are in an image state that would not be great if this game was to be taken much more seriously.

Another bit of improvement that would make my animation within the game slightly better would be the appearance of the playable and non-playable characters walking when being moved.

**Character movement.**

For this, I am mainly going to focus on enemy movement. This means that I would like to implement a feature that allows enemies to walk for a little bit, then stop, then walk again allowing the player to pass much easier in the more difficult modes.

**Different maps.**

I would also like to implement different maps for different levels, so that it makes the game feel slightly more than it is; having the same map featured three times makes the game feel very short and small, whereas having different maps will not. It also means that having different maps will allow users to favour a map better regardless of the difficulty whereas for now they favour a difficulty.