



# GAME ENGINE 1

Evaluation

In general, I am very satisfied with how my game turned out as I managed to include all the things that I initially wanted to. Keeping in mind that this project was not a replica of an existing game but our own original game, I believe that it turned out good.

I really like how I managed to make my game simple and easy but fun to play. The colours that I have chosen, sound and music also helped in making the game more fun. I really like how the submarine has bubbles coming out of it, making it look like it is moving forward. I also like the event triggers on the buttons where when a player hovers onto the text, it will change colour and two bubbles appear on the side of the text.

If I had to change something from my game is maybe add another spot where the submarine can shoot from. Also, if I had more time, I would have liked to create an animation for the fired bubbles and make it look more realistic rather than just a bubble coming out from the submarine. To make the game more hard, next time I would add 3 difficulty options which the player can choose from.

I am also happy as in the last game, I did not manage to stop the animation of the bird flying when the game over canvas appears, which I managed to do in this game.