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CAP 3032

Final Project – Iteration 3

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<div align="center">"Squared" – Iteration 3 Summary</div>

The Iteration

This iteration adds more to the experience, and makes it an overall more professional one. Gameplay movies have been added to the title screen, and two new levels have been added, one of which includes an enemy. Music has been changed to be from the Free Music Archive, and is now more varied (pardon the large file size). Dialogue is now more informative (and occasionally silly), and is presented in a text box.

Feedback

My group members primarily noted my need for better instructions from the dialogue (which has since been remedied). The title screen gameplay movies were well received, as was the rarely found easter egg I placed among them…(hint: look at the line of code initializing float rand towards the top of the Squared class to forcibly make it happen). In addition, the two new levels were particularly well-liked, and my group members suggested possibly doing more with the platforms, such as maybe moving them up and down.

Goals for Next Iteration

For the next iteration, I would again like to implement at least 2 more stages. Depending on what new ideas I have, and how long they take to implement, I may add even more. I may also add a basic intro and/or ending credits for a more polished product.