“Doh Man’s Space” is the spiritual successor to the critically acclaimed “Doh Man’s Land”. The mods I used for this game were: make a sequel to your first game and use at least 6 GML functions. The overall production of the game took me just under 10 hours of development with most of my time being spent programming. I could really care less about how the game looks and would rather focus on how the game plays, which is why I choose to spend more time on programming rather than creating assets. I also was a little in over my head when it came to planning the game. I wanted to do 2 more mods on top of the required 2 along with a whole upgrade system but had poor time management when it came to the project. I definitely could have implemented the shop at least, but here I am an hour and a half before the due date. I will spend more time in the future and see through to my goals.

On a different note, I think that the wave system that I implemented really helped with difficulty scaling. As the waves progress, more enemies spawn and they get faster. The shop would have existed to counteract this and reward the player for their kills with upgrades. The difficulty scaling is a bit steep, however, with the early waves being really easy and the later waves being really hard. The shop, of course, would have fulfilled both the reward and the choice requirements as it would have rewarded the player with better stats as well as making them choose what to spend their points on. While I am happy with how the difficulty scaling and the wave system worked out, I wish I had spent more time refining the gameplay loop in order to make the game more entertaining.