I had a couple difficulties while programming our game. One includes the notifier boxes. Pierce and I couldn’t figure out where they would fit, and we spent around fifteen minutes arguing where they should go (He wanted one at the beginning and end, I wanted one in the beginning of the first level), and we eventually compromised at the beginning of each level, detailing a ‘backstory’ of the game, which we developed together overtime.

Another difficulty was the art. I made all the sprites and picked out the background. Pierce wanted the art to be something different, and so did I, but we reached another compromise with our new clicker game.

My second difficulty was figuring out how to implement a procedure, which I did independently. I figured out that to implement a procedure I simply needed to call a block of code, which didn’t really have to repeat. That took me a little bit to figure out.