I chose this game because I am a huge Star Wars fan. I enjoyed looking for the different sprites and sounds. The main implementation issues I had was getting the CPU to be believable. It was difficult finding ways to make it seem like it was trying to win. I tried my best. I was able to have the CPU move independently however, its pretty random. I would like to have added more. Such as punches and kicks however I could not find the right sprites for it and I do not have the artistic aptitude to create one from scratch.