**Space Invaders – Post-Mortem**

In the early stages of the assignment I was struggling with how to read inputs correctly and smoothly. This was something I later rectified to an extent through the use of added inputs functionality in the engine. One major problem I have had during the entire process, and during my brief exposure to programming, is what should do what exactly? It’s one thing trying to understand some of the more advances concepts of writing code but one skill I haven’t mastered is the ability to delegate responsibility of what should go where, should this have this function or should that go somewhere else? Essentially who does what and why, structure. I have to some extent attempted to develop this shortcoming in my code on this assignment. I have attempted this by trying to delegate certain tasks away from say, in my case, the spriteManager. Originally this contained the audio functionality and Collison detection. I believe I have, to some extent, delegated some of this functionality into the audioManager and collisionManager allowing for more specialisation. I do feel though that spriteManager is still doing ‘too much’ of the work, but as we have a large amount of work in other modules I am unable to find time to really dig deeper into it and so spriteManager will remain as is.

Overall I thought the assignment was challenging at times but not overly so, introducing collision and states was of personal interest and I wish I had more time to further my understanding of them and some of the more advanced concepts briefly covered during lectures, something I may look into in future projects.