SHMUP - review and feedback questions

1. Has your code been appropriately titled? If no – do it now
2. Has your code been appropriately sectioned and labelled? If no – do it now
3. Have you commented consistently and appropriately throughout? If no – do it now
4. Have you kept versions of your code which show different incremental improvements in the program as you progressed through the lessons?

Why is this important?

1. From your code give an example of

Class,

Instantiation

Attributes

Methods

Inheritance

1. Write down three things that you have learned to do (in terms of programming ) from this development
2. What has been the most rewarding/enjoyable part of the development for you.
3. In terms of playability how could you improve the game? Make 2 suggestions.
4. In terms of program organisation how could you make the code easier to maintain or modify?