**Common Problems Found During Development**

**Learning the C# Language**

* When programming the game, I was not sure about the correct syntax to use.

I reviewed the tutorials (and notes I had taken) which explained which specific C#

* C# is the most difficult language I have gotten to learn so far, with past experiences including HTML, JavaScript, CSS and Visual Basic. All of these languages being simple C# was a big step up and had a much larger learning curve, and even after hours spent on it there are definitely still some things I would not be able to just remember.

**Spelling and syntax errors when programming**

* I found myself making a decent number of mistakes with capitalization, where is either misspelled or incorrectly capitalized a variable or function name.

Using a consistent naming convention, helped, for example using lowercase letters were used for variables and uppercase letters for functions, and CamelCase.

Visual Studio also provided instant feedback whenever I made a mistake (such as underlining it in red)

Visual Studio also had a feature called Intillisense, where suggestions are made about which function or variable to type

* A large issue I had when developing my Asteroids is being confused with brackets, for instance in my previous understanding you had to put opening and closing brackets for every if statement, several times in the tutorial and now in my code, we did not, granted this was just for things such as “return;” but it was something I did not know and was a tad uneasy about.

**Game Design issues**

* Several of my coding issues were simply because we were designing code for a much simpler function, then redesigning and implementing code. This caused a lot of functions to stop working for me. For instance, for the rotation of the asteroids, trying to make them go in “random” directions, they were just going down, after looking at several things I used the “find function” to find another place the variable might be set, and to no surprise some of the old code for simpler things was there setting all the asteroids to go straight down.
* Another problem I had was the fact that I have a personal preference for code organisation, nothing too different, but liking somethings to be in different places (to Sam, the teacher) just made watching the videos a little bit of a task to find the correct spot, although I could have simply remade it to be like the tutorial, it was actually really useful to be figuring out things on my own, I felt like I was developing a great skill that could help me in the future with things such as debugging and development.