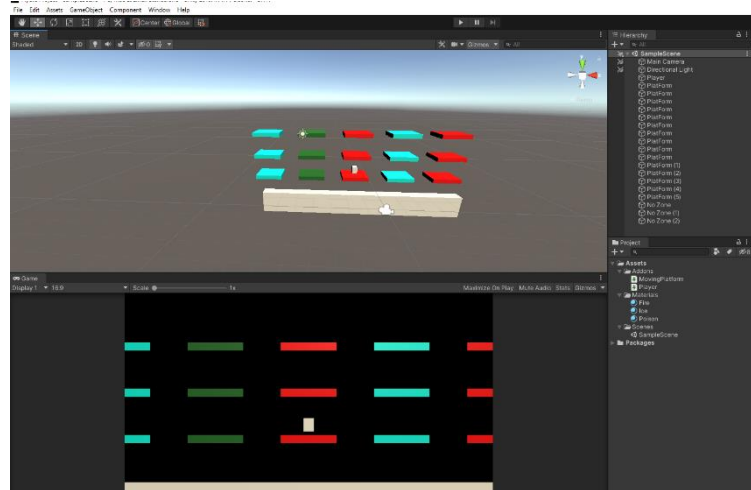


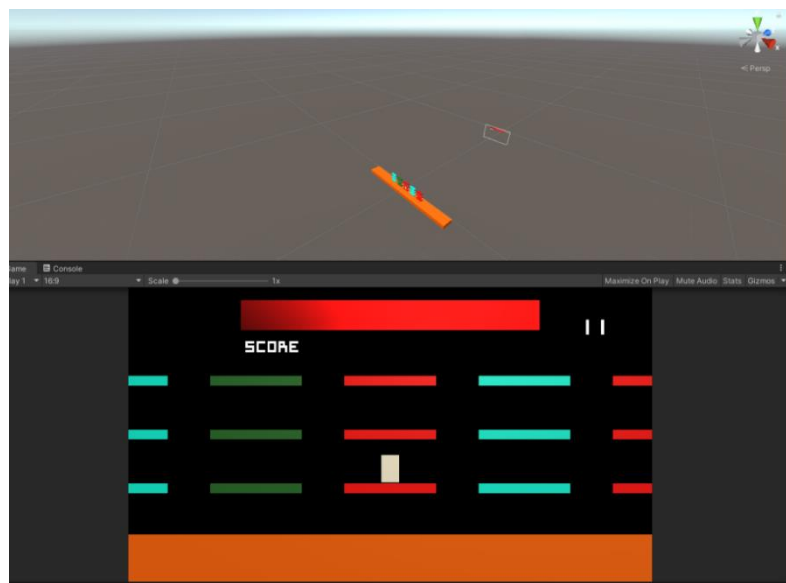
Evaluation

By Roberto Eminyan & Stephen Cini

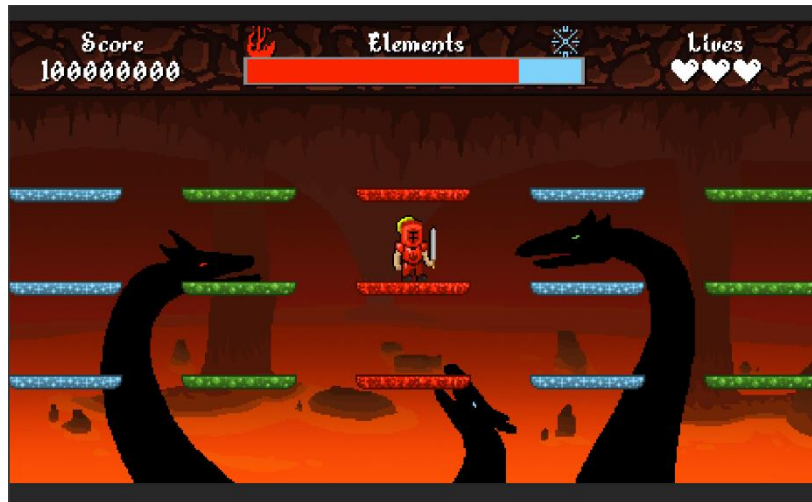
When starting this assignment, we only had minor experience with coding and did our best to make our game as well as it could be. We managed to overcome many of the challenges we have faced during the assignment.



During production, we struggled to execute the element slider to interact with the player set element. With time and research, we finally overcame our problem by simple rethinking how these two-object function and help them work with one another.



Another function in the game we thought would be a hard road to cross was implementing the 8-bit sprites with animations. Once we started to slowly add the sprites, we come to realize that it was a lot easier than expected and got it working in less than a day.



In the future, we will use the knowledge we have learnt during this unit and replicate it into future projects to make outcomes as good as they can be.

