Zachary Whitman

**Media Requirements** –

I have a background sound that plays and restarts when unpausing

There are new explosion sounds and shooting sounds for both my ship and enemy ships

The enemy ships and my ship fit a futuristic look that I was shooting for

**Interaction Requirements** –

The player controls their ship and can fire using the arrow keys and space bar

**Usability Requirements –**

I have a title, game, pause, game win, and two different game over screens depending on how they lost whether it was from running out of lives or by letting too many get by.

The instructions are on the main screen and are very easy to learn

The game is simple at first but gets hard after the first two levels.

**Game Design Requirement –**

I met my plan generally. I wasn’t able to do multiple types of enemies though.

The sprites don’t do anything cool.

It has two lose conditions and a win condition after 5 levels, there aren’t any choices for them to make.

**OOP and Coding Standards –**

I commented everything that I wrote.