

# Change log

## Main change one: 1. Enemy System:

- **Originally Planned:**

- Three enemy types: EasyEnemy, MediumEnemy, HardEnemy.
- AI behaviors and different movement/attack patterns.
- Enemies would fire projectiles and increase difficulty over time.

- **Current Status:**

- No Enemy class or enemy types implemented.
- When we do enemy, it is really similar to asteroid. whats more, we don't want that there are few type of projectile in the window. it will be really hard for player to focus on the asteroid, even the color of enemy's projectile is different from player's one. so we decided to remove it.

## Main change two: Removed live

### Originally Planned:

- Player would have multiple lives, lose one on death, and respawn until lives reach zero.

- **Current Status:**

- Player has no lives or respawning mechanics. The game ends when the player dies. Also no class to upgrade lives.

- **Impact:**

- Makes the game more arcade-like (one-hit death), reducing complexity for player. Also short term games can save Player's time.

## Main change three: No audio

### Originally Planned:

- Background music and sound effects for actions (e.g., shooting, collisions).
- **Current Status:**
  - No audio implemented due to time constraints.

### Modifications in Controls:

- **Originally Planned:**
  - Use arrow keys for tank controls and spacebar for shooting.
- **Current Status:**
  - Switched to **WASD keys** for movement and **spacebar** for shooting.

### Impact of Changes:

- **Simplified Gameplay:**
  - Without enemies and the wave system, the game focuses solely on player movement, asteroid collision, and upgrades.
- **Reduced Difficulty Scaling:**
  - Lack of enemy types and wave mechanics means the game may not progressively get harder.
- **No Lives or Respawnning:**

- The game ends upon a single death, shifting gameplay towards survival with one life.

## **Conclusion:**

While the current implementation deviates from the original plan, it focuses on core mechanics like player movement, upgrades, and asteroid collision. The removal of complex features such as enemies, audio, and lives simplifies the game, making it easier to complete within the time constraints. This foundation can be built upon in future iterations by gradually adding the omitted features.