Changes:

The majority of the changes to my classes came as a result of adding many more variables than I initially anticipated. This was due to needs of the program that were not being satisfied. For example, I added Image arrays due to the need to animate explosions. The main Wingman class got many more new variables added as the game got bigger and bigger. The classes with the least changes, and fairly independent in general, are Sound, Explosion, GameEvents, and HUDelement. These classes will definitely be reused with ease in the tank game.

Unfortunately due to timing constraints, I was not able to tweak the firing mechanism as much as I wanted to but it will definitely be working by the time the presentation is given. This was a really fun project and really gave me an entirely new perspective on game design. When I'm playing a game, I always think of everything as a fluid movement without much thought put into about the order of draws, etc. Having developed this simple shooter, has shown me that many of the effects in modern indie games are a direct cause of simple draw orders and conditional statements. I will definitely continue developing my own fun games in the future. Hopefully Android delivers a similarly exciting experience.