I have begun writing the code for my final project. However, I have not decided on what the game’s art style and visuals will look like, but I have created the controls for the object the player will be controlling. Furthermore, I have created a collision system for when a “laser” will collide with an object. Also, a star object was made to see how it will look when I set up the background. I am planning on creating an image that will show up in the game for testing purposes, however the image in question will probably change in the future.

I still need to create the GUI for the actual game, but I do not think that will be an issue. One will be the actual window where you will play the game. And the other one will be a high score display. Additionally, I have to design the actual object the player will be controlling. I think I’m interested in making some kind of vehicle or tank, but that may change in the future.

Overall, I think I’m getting the foundation for my program made pretty well and I’m looking forward to seeing where it goes!