For this project I have found that action script 3 will be the best and most productive way to produce the game we have chosen to create. It allows use to create tiles and make fast level changes without a lot of time spent modifying script. It also makes creating animations and sprite sheets much easier since most of the designs will be in flash.

Designs will in created in Illustrator

Animations will be created in Flash

Script will be in actionscript build in Flash

The reasons for not going with other languages like javascript is mainly because html5 and javascript are not at the same level in development when compared to flash for games. For this project to be done correctly and on time flash was the best way to go. Using javascript for a game like this would take much longer than the time available. Mainly because javascript games are new and there is not a lot of documentation and we as a group would of had to spend more time trying to implement the code or modifying the code to make it do what we want, then it would just to write it from scratch in action script.