**Development choice**

For this project the team decided that ActionScript 3 is the best and most way to produce the game we have chosen to create. It allows us to create tiles and make fast level changes without a lot of time spent modifying the script. Since most of the designs will be in flash, it also makes creating animations and sprite sheets much easier.

**Decision Reasoning**

The reasons for not going with other languages such as JavaScript are mainly because html5 and JavaScript are not at the same developmental level compared to flash for creating games. In order for this project to be done correctly and on time flash was the best software for the product. Using JavaScript for a game like this would take much longer than the time available. Another reason we chose ActionScript 3 is because JavaScript games are fairly new to the industry so there is not a lot of documentation to research and troubleshoot. This would have caused us as a group to spend more time trying to implement or modify the code to make it work rather than just writing it from scratch in ActionScript 3.

**Final Decisions:**

* Designs will in created in Illustrator
* Animations will be created in Flash
* Script will be in ActionScript 3 and built in Flash