**GROUP 64**

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* Designed and implemented the Title Screen, providing a retro and visually engaging background.
* Background visuals to enhance the overall aesthetic.
* Developed mechanics for Turret and Missile movement, ensuring responsive gameplay interactions.
* Integrated various components into a single main file, streamlining the structure of the project.
* Encountered numerous bugs during integration, including:
  + Incorrect function ordering.
  + Infinite loops.
  + Difficulties with transitioning back to the Title Screen after gameplay.
* Adopted a methodical approach to debugging, which included:
  + Structuring the program into distinct game states: Title Screen, Gameplay, and Game Over
  + Implementing logic to switch seamlessly between these states
* Used print statements for step-by-step debugging, allowing for real-time tracking of program flow and easier identification of bugs.
* Engaged in iterative development, relying on trial and error to refine the code and improve overall performance.
* Successfully enhanced the game's stability and responsiveness by resolving integration and logic issues.