Process & Decision Documentation

Side Quests and A4 (Individual Work)

For my sidequest for this week, I focused on changing the functionality of the win/lose example to a version that allows users to play the game by detecting the circles as they spawn on the screen. Users can also end the game and 'lose' when they decide to.

One significant design decision I had to make was including a 'lose' functionality. Unlike the original example where losing or winning was based on a random number, my game's functionality did not inherently have a way to lose or exit out of the game screen. Due to time constraints, I simply included "endbtn" similar to "gamebtn" that loaded up the 'lose' screen when pressed.

Appendix

An appendix has been included