Main New Features

-I added sound to different levels, there is a specific background music for every level. There is also different sound effects implemented for different types of collisions, and there is a game over sound effect.

-Another feature added is the timer used to release the new lives and asteroids in the game so that when they collide with the rocket it either gains or loses a life.

-I implemented one more interface for game over that enables the player to re-start the levels.

Key Coding Challenges

-Moving to next level, this used to work properly for me in previous milestones. However, with the new features and separate backgrounds and all the comparisons done -the nature of the game makes comparison a bit tough-. I did solve it but leaving the solution in would actually make me lose a lot of marks in the code quality section because it was a lot of classes and unorganised code so I sadly had to opt for the more organised code.

-Triggering actions related to GUI buttons.

-Comparisons: Being a memory game, I had to implement so many comparing, in other words, so many if conditions and switch statements, in addition to work out a good sequence of methods to be called in order to not be comparing to wrong objects or wrong arraylists of objects.