* **Changes from Original Idea:**
  + Overall, there have been very few changes from the original idea of a player navigating through a randomly-generated maze. Probably the only thing I can think of at the top of my head is the ability for the maze to dynamically change such as shifting around the screen and narrowing and widening.
* **How I met the requirements:**
  + Media Requirements:
    - I met the media requirements by having a main background theme, several sound effects, sprites for the dungeon walls, spikes, arrows, skulls, and a variably-animated sprite for the adventurer that follows the direction of the mouse in addition to a few unique fonts for the UI elements, and a particle system for the sparks coming off the torch.
  + Interaction Requirements:
    - The primary method of control for the game is using the mouse to have complete control over the adventurer in addition to a few secondary keyboard actions such as pressing 'S' to activate the shield, 'Shift+UP/DOWN' to raise/lower the volume, and pressing 'P' to pause the game.
  + Usability Requirements:
    - For usability, I have the app pausing/unpausing with window.onblur/onfocus, provide clear and thorough instructions at the title screen, and try to have the game's difficulty scale smoothly the more paths the player clears.
  + Game Design Requirements:
    - In order to make the game as interesting as possible, I tried to add mechanics such as the player gaining extra shields if he/she goes 5 levels without using one, sort of adding a risk/reward scenario. The game as a whole is a test of the player's dexterity/ reflexes. By improving these, the player could get better. One way I went above and beyond in this regard was using a method of sprite animation for the player in which the specific frame would correspond to the angle between the current and previous frame's mouse locations. Also, in order to make the paths themselves as unique as possible, I used an Astar path finding implementation to locate a random tile on the grid within a specified range. Lastly, for the placement of the arrows, I looped through the tiles in the path and put them in the longest hallway.
  + Coding Requirements:
    - For the code, I tried to comment as much as the functionality as I could as well as use a module pattern with object literals and use several other coding standards such as lower-case letters for variables.
* **What went right/wrong/additional features:**
  + What went right:
    - Setting up the makeup of the game went pretty smoothly, and it was fairly easy to balance the difficulty of the game; The overall look and feel of the game was pretty accurate to how I envisioned.
  + What went wrong:
    - Setting up the Astar implementation was extremely difficult and was definitely the most time-consuming part of the whole project; I never got collisions for the skulls working exactly the way I intended, and sometimes, the game generates spiked walls on the path that the skulls can collide with, but not the players, so if you see spikes floating in the middle of nowhere, it is due to a glitch; Getting the player sprite animations was very tricky.
  + Additional Features:
    - If I had more time and willpower, I would have added additional mechanics such as trap doors and potentially give the player weapons to defend themselves with.
* **Grading Myself:**
  + Of course, not taking into account lateness or missing files, I would probably give myself an 85-90 on the project since while I feel like the project is polished enough and utilizes several advanced programming techniques, the codebase is also pretty unorganized, and I never got around to adding function constructors for the objects in the game.
* **Resources**
  + A-Star implementation: Christer (McFunkypants) Kaitila (<http://www.mcfunkypants.com>)
  + Music and Sounds: Castlevania 1 composed by Kinuyo Yamashita; Konami
  + **Sprites**:
    - Dungeon floor: <https://media.indiumgames.com/medialibrary/2014/07/MakingMap10.png>
    - Skull Ball: <https://retrogamezone.co.uk/images/sprites/nes/Zelda2TheAdventureOfLinkSheet3.gif>
    - Arrow: <https://s3.envato.com/files/171719892/weaponpackprev/2000x2000/arrow1b.png>
    - Adventurer: <https://chimezombie.deviantart.com/art/Sprite-adventurer-male-563961466>
    - Torch: <https://opengameart.org/sites/default/files/torchNew_1.png>
    - Spikes: <https://opengameart.org/sites/default/files/stuff.png>