

Project Progress Report

Since my proposal/prototype stage, I have made all of the assets to be used in my game including animations, ending states, starting states, backgrounds and illustrated assets. In addition I have coded from the `start` state up until `level4` and am in the process of completing level 5. I have already loaded all of the assets into my code so all that is left is the coding. I have coded the levels, but have yet to add instructions in order to guide the user through the levels. I also have not added most of the restart functions that should be triggered by pressing the spacebar.

Restarting by pressing the spacebar is actually a technical challenge I am facing at the moment. I have been focusing on coding the levels themselves therefore, I have not explored this aspect of my project extensively, but in past assignments I struggled to restart levels by pressing a key so I am slightly concerned about this step. I have also never had to do so when I am working with arrays and classes which makes me uncertain as to how I will implement this into each of my levels, but once I have completed coding the rest of my game, I will allocate plenty of time to resolve this issue.

A design aspect that has been time consuming and I still have a lot left to implement is instructions for the user. I must include what the user should press at every level and explain what to do which has been an element I have been concerned about completing.

Although I have my concerns, I have made a list of all that I have left to complete so I feel confident that I will get through all that remains and that I will resolve all of the complications mentioned above.