

Criterion E - Evaluation

Success Criteria:

- Player has control over their ship, and can fire shots properly - met
- Enemies' movement is consistent, and are removed from the screen when they "die" (are hit with the right number of bullets) - met
- Bullets move properly, and despawn and stop when they strike an enemy, or when the level ends - met
- Game is simple enough to play - frustration is sufficient to encourage the player to try again, but not so great that the player gives up and abandons the game - met
- All aspects of the game are easily visible to the player, and it is obvious what each sprite is (player can tell which ship they control, and that all ships/objects moving downwards are enemies) - met

Recommendations:

While the game is certainly functional, and all success criteria have been met, it can still benefit from improvements, suggested both by myself and from outside feedback.

Disappearing Bug:

Something that happens occasionally during gameplay is that an enemy will randomly despawn without coming into contact with a bullet. This is a strange error, because the only plausible answer is that a bullet not shown on-screen (but still present as far as the program is concerned), is colliding with the enemy. However, this makes no sense, because bullets are redefined as empty objects after collisions.

More of Everything:

A recurring theme in the feedback I received was a request for more. It took each tester less than 20 minutes to master the game and win (including a ten-year-old). To make this game more entertaining, it would need to expand and gain more content. This issue is less of an issue than it appears, because expansion and growth are aspects of any successful, modern game on the market. Adding new features and fixing bugs are simply parts of the development process.

Reset and User-Friendliness:

Another helpful addition to this game would be the inclusion of a menu, from which the player can decide when to start the game, to save their progress, or pause. This would boost the user-friendliness of the game, rather than simply thrusting the player into the game. Also, having options to restart the game after a win or a loss would be helpful. At this point, the player must restart the game from the command line (or through whatever application they use to run the .java file).

Word Count: 394