CHAPTER 4

Conclusion and Future Advice

This chapter we are going to explain about the overall .

Conclusion:

Based on the online questionare survey result we can conclude several things such as:

* In the survey, Python programming language is not as popular as the other programming language, because of that, our group use Python as the programming language thaught in the game.
* We chose people who want to take Computer Science major in college as our target customer.

Based on the development method:

* We use the extreme programming method because we want to have this project done quickly to save time.
* We use the turn based role playing game genre in our game because of interesting storyline in the game.
* We use the 8 bit graphic as our game graphic to create a nostalgia for the retro game that is quite rare to find nowadays.

Based on the use case and class diagram:

* In our use case the player can choose some menus such as start a new game, game preferences and set level. Player will be moved to a scene where the player will encounter enemy at certain level.
* In class diagram, Battleflow controls the turn of battle ,Character Status which contain the basic of character and enemy object, and there is a HUD manager class to display the data to the user.

Overall Conclusion:

* Our game teach an Python programming language basic in fun and challenging way.

Future Suggestion

For future research in Practical work we suggest the readers to:

* Decide an effective and efficient development method.
* Collect clear information about the project and the report from the beginning.