

# Task Four: Evaluation

## Design Phase

- More thought could have been put into the structure of the game, and which things should be prioritized. The Spiral Life Cycle made this easier to overcome but there were still some shortcomings in the sense that many things weren't accounted for, such as the scoring system, and even something as necessary as the Game Over Screen.
  - Overcoming this is simple; do not underestimate the importance of the Design Phase, this is where most thought should go, so that the Development phase would be smooth sailing. More time should be put into the design phase.

## Development Phase

- Code is structured, but not to the extent that I want it to be; a lot of elements are in one script (the player script) and while many of them pertain to the player, they could stand to be in different scripts.
  - Figure out what scripts need to be written and for what sprite/asset early on in the design phase, that way, all that needs to be done in the development phase is the writing of the code, rather than having to think about the whole structure while you're trying to think of code.

## Playtesting Phase

- If more time had been spent on this phase, then the game would probably be a bit more user friendly, since user input apart from yourself would give you new insight.
  - Get people who haven't seen the game to play your game, so as to test out playability and user experience.

Overall, the main takeaway is to spend more time on the project and to not underestimate the workload.