

Evaluation

The problems encountered that were found in the game were that Me and Melvin didn't know how to code the part that when the player grabs a colour drop, two colours from the screen will be included. Therefore, we included a new canvas and added a variable for the colour so that when a colour drop is grabbed, the colour will increase by a stated percentage. This could have been much better if we knew how to code the part that when the user grabs a colour drop, two colours from the screen will be added. Even for the enemy drop, when the player grabs a black drop, the two colours from the screen will be removed. Instead, how we implemented it was, we included a new canvas and added a variable for the colour so that when a colour drop is grabbed, the colour will decrease by a stated percentage. This could have been much better if we knew how to code the part that when the player grabs a colour drop, two colours from the screen will be removed.

Another problem we have encountered during our game process was that we needed to increase the speed of the enemy drop for every ten colour drops grabbed by the player. However due to limited amount of time, to make it more challenging, we added two bars for the left and right sides so that for every ten colour drops collected, these bars will widen to make the screen smaller. This could have been better that instead of adding these bars, we could have coded it to make the screen smaller.