Reflection VB Space Invaders

The reason I chose to create a space invaders game was because I wanted to create a game that is fun but also could be a fun challenge. While I was making it, I realized that it was incredibly hard to design and to code because I realized that I had to make a screen over the start and close screen so that when the game starts, instead of clearing the screen, I just put a black screen over it and placed the whole game over it. There was another problem involving timers because that was the “something new” that I had to include and I had no idea how to use them so I had to ask around and try a lot of guessing and checking my answers to make sure the “aliens” can move side to side. Once I got the hang of it, it was very fun and even figured out that I can easily now change the speed manually if I want a bigger challenge or if I am just playing for fun. Another thing that I discovered was an easier way to organize all my code which is #region. What I like a lot about this game was that fact that it’s an old school type of game but kind of easy to make than most other games. What I learned from this game was that sometimes you need to do a lot of research and double check your work and make sure that everything works properly but other times it is entirely possible for me to guess and check and that is what a lot of this course is and it is why I like it so much. This fact is also the bad part of the ISP because sometimes because it is hard to get research on something that is very specific to you. Looking back at it now, I realize that coding these types of games is really hard but also at the same time it is very fun.