**Final Phase Outline Results:**

I ran into a problem where the snake game would not load the resource whenever a player launches the game from the main menu. I realized the path specified in the code was incorrectly pointing to the wrong path. My team gave me the necessary feedback to locate and fix the issue. The snake game now runs fine with no issues or error. The final code has been uploaded to GitHub and combined with the code base. The plan is to create a Jar executable to make it easy for the player to run the game.

Error:

Graphical user interface, text, application, email

Description automatically generated

Fix:

Text

Description automatically generated

**Conclusions including lessons learned, design strengths, limitations and suggestions for future improvement:**

We were able to learn a lot from this lesson. One of the things we learned was that a system like this takes time to develop well. In fact, if we had more time to work on it, I believe we would have games good enough to publish on steam or other gaming platform. We also would need more time in the sense that most of us work at another job, so we could not give our full attention to this project. If we had done this, I believe our project could have been that much stronger. We did however play on each other’s strengths which is why our project turned out so well and why we as a team did not have many disagreements. We all brought up new ideas and had others cross check our ideas with each other to ensure we are producing the best product we can. Another way to improve this project would be to add more games and include feature that enables players to hookup gamepads, change resolution, include multiplayer, and capabilities for streaming. Overall, I believe that we did an amazing job with our project and I would work with my team again.