

Iteration 3

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Feedback:

Some of the other members commented on the flickering effect of the water and some bugs in the enemy appearance. While I was able to fix the enemy appearance, and have the enemies with their speed as levels increase, I was not able to fix the flickering effect. I did lower the frame count to try and fix the flicker a little bit, but I can't seem to figure out how to completely solve this issue.

Final Goals:

I would like to focus on exporting the project in a good format. Since the game is mostly polished as is, I'd like to just improve on little things, such as enemy movement patterns and maybe add in some more enemies.