Throughout the development of Just Another Zombie Game I have tried to achieve all the objectives I set at the beginning of my design. I don’t believe I was successful in completing all my objectives as I tried to implement too many unnecessary mechanics to the game.

The first objective was **“The game must be able to work with flash player 10 and greater. This then outlines that the game must work with browsers that support flash. “.** This was the easiest to achieve out of all my objectives because when creating a Flash project you are prompted for the language (as, as2, as3) and which version of flash player. To prove this point please look at this objective on page 63 of the Testing document.

**“The game must be a top down sandbox game.”** I believe that I have met this objective as well. This is quite difficult to prove as it’s all down to the view and the user’s idea of a top down sandbox game. Please refer to this objective on page 63 of the Testing document for evidence to prove this objective was met.

**“The setting of the game will be in a suburb and sticking with the idea of sand box the player will be able to travel to collect resources and complete tasks”** I would say that I did not meet this objective. The game is not really set in a suburb but more in a field, with a little house. The player is able to go round collecting items which I would say is the same as resources. No tasks have been put into the game. To prove this point please look at this objective on page 64 of the Testing document.

**“The player of the game will be able to choose the gender of the main character”** I have met this object by putting in a gender selection screen just after the intro story boards. To prove this point please look at this objective on page 64/65 of the Testing document.

**“There should be an AI player within the game that impacts the story line depending on how the player interacts with them”** I did not meet this objective. Due to time constraints I was unable to implement an AI Player. Also seeing as there are no in game storyline/tasks the AI player is pretty irrelevant. See this objective in the table on page 64 of the testing document for more evidence.

**“There should be a variety of zombies, not only human ones but animals as well”** I was able to put three types of zombies into the game. I may have not textured one of the zombies but I would still say that I have met this objective. To support my decision please look at this objective on page 65 of the testing document.

**“The game should pick up intensity as it goes along.”** This is another objective that I did not meet. As the game is a demo there wasn’t really a need for the game to pick up intensity.

**“To regain health the player must eat food they have found.”** The player is able to travel around the map to collect food. Food restores lost health so I have met this objective. For evidence please check this objective out on page 65/66 in the testing document.

**“The game will use a combination of mouse and keyboard to be played”** I have built in re-bindable keys so they player can have any combination of keys they like. The mouse is also used to rotate the player. For these reasons I believe I have met this objective. For evidence to back up this claim please check this objective out on page 66 in the testing document.