Team X

1. Our game is unique in that we are trying to reinforce specific physics concepts while having fun. In our game, we are implementing a quiz with a game reprieve in between questions. The game is based on the Internet game Line Rider in which the player draws lines for the line-rider character to slide down. Our game is simplified from the original and is used as incentive for the students to work through the game. However, the game has also been one of the major challenges of our software in terms of finding a working physics engine that we could simplify to our needs and making smooth connections between the quiz questions and the game.

2. Some of the challenges/strategies we have gone through include:
   a. Properly programming a game that uses the mesh network.
   b. Getting the physics simulator to display both the lines that indicate barriers as well as lines that have been drawn.
   c. We also had some miscommunications with our teacher when she offered to write multiple choice questions for the game. She would send us questions with a single answer and no possible incorrect answers that the student could make.
   d. It has also taken us some time debugging the code as we link the different parts of the code together.
   e. Throughout our code, we have done our best to make the code as efficient as possible as well as including detailed comments so that the code can be recycled or expanded upon during the future.