

## Game 1 Post-mortem

**Game title:** Plexigrid

**Hours:** 10 hours

One of the biggest challenges I faced was the arrangement of elements on the page. Things don't snap to a grid so I had to figure out what elements should go in what containers and then apply css styling to it.

There were a few things in design that changed while trying out levels. First off, I stated the level at the top of the grid, but that made it hard to see the hinted numbers in the column. Therefore, I moved the level title to the right of the grid near the buttons "mark" and "block". This made it easier for a player to see what level they were currently on.

I originally made the tutorial so that you could only move forward with the explanation. After having someone else play the game, they informed me that they wanted to see the previous rules. So I changed the structure of how the rules were called so that a player could move to the next and previous rules.

Lastly, I was going to have the marked blocks be mint-colored but seeing the black and white simplicity made me switch to red, giving it a more classic feel.