**◦ What did you like about the project?**

I liked that to make the most efficient functions in the game class, we had to make decisions about which class should handle what tasks.

◦ **What was the hardest part of the project?**

The hardest part was debugging the pack and unpack commands. There were many cases that we had to handle. Although the cases in the GWT for these two commands included all possible cases, some of them were very hidden so you would always face another logical error when you think you’re done. This mainly applies to the different ways we have to handle the player’s inventory weight based on where the item and container are located.

**◦ What parts of your original game did not get implemented? Why?**

* Call command.
* Boss battle with the villain in the last room using random to change the damage the player would deal based on the status of their inventory.
* Killing the player if they examine a dead body without protective gear.

All were not implemented because I ran out of time.

**◦ What do you think we should do differently about the project in the future?**

It may not be as fun for some students, but I think you should provide a list of design documents, each with different game concepts and special features. Then have students pick from those options rather than designing their own game. This would save a lot of time that could then be used for having a second project or more homework that practices different parts of java (e.g. handling files, dealing with packages, more loop practice, etc…)

**◦ What would you do differently if you had to do it all over again?**

I would make a simpler game with less narrative to it so I could start coding during the semester and not spend as much time on Stage00. I basically made a fully-fledged design doc before even starting to code, but that wasn’t at all necessary (other than making narrative easier to construct).

**◦ Are you also taking Imaginative Writing this semester? If so, do you think it helped you to design a more interesting game?**

No, I’m not taking that, but at times, when writing the design doc, I felt like this was a creative writing class because of the amount of narrative my game had.

**◦ What was good / bad / helpful / frustrating about using GitHub?**

Good/helpful: issues are easy too see, version control is nice because it saves the changes we made and we can go back to them at any time and see exactly what was changed

Bad/frustrating: committing and pushing to github from eclipse caused so many different issues.