**Post mortem**

* **Project description:**a quick and fun game. Procedural map generation. High score driven.should attract “highscore chasers”.
* **Things that worked:**The map generation worked, took a small amount of time to figure out a system for generation and it really did benefit me that I had done the generation in puppeteer as well.  
  The highscore system worked out in the end.  
  Learned a new thing and added sounds and a sound mixer.  
  Really happy with the “back/exit” button in the main menu (its just one button that changes text and does different thing when pressed. (NICE))  
  Learned more about Editor tools and how to change the Unity Editor meaning I could test things more easily.
* **Things that worked less:**Spent a lot of time on things that ended up in the trash because the function in question was to small to spend more time on. A simple solution took its place instead.  
  Did not use Trello and Clockify from the start which lead to some unstructured code..
* **What to learn from this:**Structure your work area from the start, put up tasks even when working alone, helps tons with finding and remembering things that needs to get done.  
  Don’t waste time on non-essential things. Get the core done and then work on the “small” stuff.