**Luke Soderstrom - Assignment 3 (Minesweeper)**

**Postmortem**

**What went well:**

I spent about an hour and a half in pre-production which really saved me time in programming and debugging. Additionally, building my custom controls to store X/Y information within the buttons and images was much easier than I originally thought it would be.

**What went not well:**

I fell victim to feature creep on this assignment. I kept thinking of, and attempting to implement new ideas, which consequently dragged out my programming time and confused my code. I eventually scrapped almost half of the half-baked ideas I had and rebuilt some of the coed I had to scrap.

**Time spent:**

Pre-Production: **1 hour**

Coding/building: **4 hours**

Feature creeping/cleanup from that: **2.5 hours**

TOTAL: **7.5 hours**