**Luke Soderstrom – Final Project**

**Postmortem**

**What went well**:

Building character class and implementing its properties across the program, specifically when juggling for loops. Also the FSM (once I got its design hammered out).

**What went not well**:

Designing the FSM proved to be very tricky; but after an hour of making notes a testing, I finally got the logic to look right, then implemented it. Additionally, I encountered many bugs of the enemies choosing heroes to attack, the turn order, and the ending of the game. And, saving out stats to a binary file proved an issue since I didn’t know that the code I implemented didn’t create non existent directories in the path of the given file name (contrary to what I thought).

**Time spent**:

Overall, I spent about 1.5 hours planning, 5 hours building, and 2.5 hours debugging and polishing for ship. (**9 hours in total**)