

Under the Old Tree

I have thoroughly enjoyed this course. I am grateful to have been able to work on a project that I wanted to. I definitely have far more of an understanding of how difficult game design and implementation is, and will be far more forgiving of late releases to games. Although it has been difficult I have found myself spending a lot more time without feeling like I was doing homework but just wanting to get the next piece implemented.

I do plan on working on this project for the time being, as I have gotten quite a lot done I can move more quickly on the rest, and I also now have a better understanding of how the Unity Engine works. I feel like I have just gotten started.

I am not sure if I would do anything differently, as I have completed what I set out to do.

Some of the lessons that I learned was that animation takes a very long time, also that code for some of the projects is somewhat difficult as all coding tends to be somewhat temperamental. I feel that I have accomplished a great deal this semester and am very proud of what I have accomplished.

For feedback and testing was that I did not have anyone test the game for me, I did all of that myself. As for feedback I just ended up showing it to my friends who really liked how it looked and thought I need to be doing more of this type of work.