Tom Tang self-evaluation:

I give myself a 5/5 for the self-evaluation:

-What did I do well:

-Drew all of the icons for potions, weapons, enemies, bosses, player, background, stats, buffs, shops, chests, floors, locks, doors, and walls.

-The html and styling are done mostly by me.

-We worked well on the JS together and it proved to me more challenging than we expected with many bugs popping up once we change something.

-The bugs are corrected and fixed quickly.

-The task is due on time with at least two periods left.

-What did I not do well:

-At least 70% of these icons are not used in the game because of the time is limited. All classes (melee, ranged and magic) supposed to get five weapons each with an extra boss drop from the three planned bosses. Similarly, we planned 3 floors with different wall types and enemies. But we only have time for 1 floor with only the slimes and basic walls and floors, all classes only have 1 weapon each due to time issues. All of the other icons I drew were wasted.

-I don’t know whose idea it was to have 100 <divs> so we need to change everything 100 times when anything goes wrong.

-I am still bad at JS compared to EvB so he did most of the coding in JS (65%).

-What can I improve next time:

-Be better at planning our tasks. The time limit should be considered at the start of the project and should not over prepare the images and resources needed for the project like what I did for the icons.

-Be prepared for the challenging bug fixes and coding when working on a game project so I can do more in JS.

-Improve the initial idea for the code so the 100 <div> issue will not happen again or we can get them right the first time with 20 <div> as test subjects.