**Complex Game Systems Post Mortem**

This project was fun but very challenging. Networking is harder than I thought it would be. That combined with trying to make things like an even half decent player ship controller took a lot longer than I thought, and I never got to the AI that I wanted to have (all either enemy ship types do is fire a projectile every few moments), and the networking for two players still has some issues. Since it took so long to get networking and base gameplay down, trying to put in AI was definitely an overly ambitious goal in the time I had. I would have dedicated more time to learning about Unity’s networking earlier on, because I had to change a few things I had already worked on in order to have networking up and running, and also would have put in at least a simple move between Point A and Point B AI for both enemy ship types.