Final Project Post-Mortem

Part 1 (2-3):

Briefly describe the project in general. Describe how the project changed during development?

Our project is a 2d platform game called *Dark Linkachu Adventures.* The objective of the game is to get all the games and reach all the flag to save the princess. The development didn’t change since the beginning, we just added new things.

Part 2 (2+):

Describe your roll in the project. What did you need to learn, challenges you faced, and hindsight how you would have approached things differently.

My role was create the base of the game, edit the images we are using, put all the parts together, making them work and modify the code every time something wasn’t working right.  
I had to learn hot the rectangles actually work to make the 4 side boundaries work correctly. Sometimes it was really hard to advance on the project because I took me hours to figure out how to do some things leaving me without time to work on the homework or go to buy the thing I need at home.  
My cousin who studied Computer Science once told me that when you're stuck on something is when you're really going to learn how to do the things correctly and now I think I understand what he meant.

Part 3 (2-3):

Describe your teamwork with the project (note that programmers should be skilled at both working together or working separately with others). What aspects did the group add to the project and how did it detract from it?

Our teamwork was great, but during the classes we did way more than working separately. However, we work well separately.

Part 4:

Grade project (refer to the grading rubric) and your teammates (1 to 10, 1 being totally incompetent and 10 being an outstanding team member)

Project \_\_\_\_9.5\_\_\_\_ out of 10

Akib Hossain \_\_\_\_10\_\_\_\_\_ out of 10

Faisal Habib \_\_\_\_\_10\_\_\_\_ out of 10

Shakti Shah \_\_\_\_10\_\_\_\_ out of 10

Any additional remarks:

I know we could have designed the maps in a more efficient way but we didn’t have enough time to learn a different way like using a .txt file.