project post-mortem (1 page- microsoft word/google docs equivlent) that details 2 things that went well and 2 things that could be improved, and 1 paragraph about your contributions.

Overall, I think this is a successful project with a lot of the features from the original game. For things that went well, I think our code architecture is generally sound. We have almost no game breaking bugs or for that matter bugs in general, and we also made the game scalable in terms of adding more plants and zombies, although I do think it can be improved with some usage of object pooling and scriptable objects. Another thing that went well is the scoping of the project, we did not have to really cut or anything from our original scope and went along with the intended progress each week. The rough order of operations is roughly Grid/GUI for the plants 🡪 plants 🡪 zombies 🡪 zombie spawning. There was little idle time where one part of the project had to wait for another part to finish first.

As for the things that could have gone better, well I think the art assets can be improved, although it was very hard to find the animation for the game since it is all rigged animations, I think we could have pieced some low fps animations together so the zombie and some plants would look more natural. Another thing is the division of labor, I unintentionally ended up doing a lot of the coding work as this is quite a coding intensive project, and a lot of the systems are dependent on the code I initially wrote so it was hard for the other members to work with it so it was often more efficient for me to just keep going. Maybe we should have split up the general system implementations with the implementation of specific things.

As for my contributions, I did the majority of the general code architecture for the project such as the UI and the plant/zombie implementations as well as managing the GitHub commits.