Devlog prompt: Talk about the class! Talk about what worked for you, what didn't work for you. Any final thoughts.

This was overall a productive class for me, I got to learn a few more things about Unity as well as hone my skills in general. The earlier assignments felt too simple and the jump to the finals is a little steep. I think this class can benefit from having more complex assignments in general and maybe cover wider topics in terms of game development. The tutorials were good but telling us to go watch a YouTube video someone else made seems a little shallow, and I think we can benefit more from the instructor following along a video and commentating on good and bad practices and things to look out for.