Icy64
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Game Jam Self-Analysis

Summary:
This project was designed to fail right off the bat, having no previous coding experience or game deving knowledge meant that a 3-6 day Game-Jam would be impossible. This was just an introductary experience into game deving. The concept of the game was to create a melee brawler similar to Super "Smash Bros ™" and a mix of "Super Fighters Deluxe ™". This Arcade brawler would be based on player versus bot experiences, and would be endless similar to rogue-lite games where a brief intermission where upgrades can be purchased in between waves of enemies.
Some of the unique rules of the Game Jam:
- All assets needed to be original (art & animation included)
- no code may be copy and pasted
- We had 3-5 days instead of 36 hours as all members participating had other things to do

Progress:
The project went by slow, at first we had been busy with other things in life, so it had been delayed. Afterwards our inexperience worked against us, everything needed the help of external sources such as Brackeys (youtube). However once we begun to understand the concepts and coding snippets, our team applied it beyond the video's scope. Specifically we had issues with:
- Graphic Design and Animation
- General Scripting

The issue was that as a team of two, both of us had to script, yet the animation and graphic design became a burden that was unexpected.

As expected, the project ended incomplete. However, that doesn't mean the project was a failure. We had begun to learn what aspects of game dev exist and are important to the successful creation of the game. The game in its current uncomplete state has:
- simple movement systems that is uncomplete
- extremely basic enemy combat and health systems
- agrofollow enemy nav script
- a basic test bench map

Reflection:
In the end, this project was a learning experience, we found that we now know the importance of communication and coordination when game deving. We also setup the methods on how exactly we would game dev. This will shorten lag time between actual work. I expect that we will return to another game dev project some time in February.