Spencer Martin  
EGP 310-02  
Final Postmortem

What Went Well:  
Despite the significance of the assignment, I feel this project went better for me than all the others. At this point in the semester, I not only found that I had experience and familiarity with the design of systems enough to do competent work on my own, but I also had a fair supply of assignments to look back to for inspiration and reminders on past solutions. Having my own code as the base for this project supplied, it was a lot easier for me to work with than interpreting someone else’s. Also, the fewer strict limitations/requirements for the project helped bring the focus to more important aspects and details rather than worrying about whether my HUD also displays my frame rate.

What Went Wrong:  
Conflict of schedules and busy semesters were probably the biggest setback to progress. Thankfully, I didn’t have to balance Production with this course, so there was a bit more open time available to my group for man hours than usual, or at least less time devoted to other group projects. The transition into SDL2 wasn’t that difficult of a process, but neither of us knew anything about any version of it, so discovering what paralleled Allegro (and some things were not as straightforwardly defined) was a nuisance. Collisions also did not turn out well. It probably took Jack the most amount of time out of any facet of this project to manage collisions to any degree, and there’s still a good ways to go.

What Would Work:  
In ways of improving this assignment should I have to go through it again, one of the first things I would do is revamp my Unit classes. The grid system I had with GridUnits and tiles and pixel-to-grid-size conversion was just convoluted. Re-defining my basics to better manage and separate entities should be a priority for any future projects to cut down on individualized functions and nearly-repetitive code. Having more time put aside to better assets would be cool as well, even though we had already chosen to make most of our own over ripping some from the internet. I mostly just wish for more time to work on improving aspects and details, but the time constraints imposed by other classes only let you accomplish so much while retaining your sanity.