There are a few things that went well throughout the duration of our project. Something that went well was the modular design of our game. As we only had 10 weeks to go from novices in unity to making a cohesive product it was important to break up the mechanics of the game into smaller pieces that each of us could own. This can be seen, for example, in the low-level design of the boss-code where the usage of interchangeable references in the code to other objects in an abstract way allowed for a design that could afford to be ignorant of other technical aspects of the game. In this way, the team member responsible could effectively build a modular component to the game that could gracefully be implemented. Additionally, there was a high level of commitment amongst members of the team; hours were tracked effectively, communication was frequent and issues were resolved quickly, and our commitment to the project allowed us to play to each of our individual strengths without conflicts.

If we had another 2 weeks to work on the game, there are several improvements we would make. The first area is some additional art improvements like a parallax background, sprites for walls and floors, and a sound effect for beating a level. The second category of things we would do is adding a speed run timer, and maybe a leader board showing who had the fastest times. Another thing we would like to add if we had more time would be more levels with more in-game objects/mechanics the player can interact with, including slow down pads, launching springs, etc. Overall, if we had the time to make these additional changes, we could have created an even better game.