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Practice Project Post Mortem

9/26/19

1: What went right during the project that you can repeat in the future?

I felt that the animator controllers were pretty easy and simple to make when you had done it a couple times, so I’m fairly confident I’ll be able to remember how to make an animator controller.

2: What went wrong during the project that you should avoid in the future?

I think I spent a little too much time on creating the map because afterwards I didn’t have a lot of time to do anything cool with the enemy’s.

3: What could we do differently next time to improve?

I think that we should of learned how to create and display UI elements, because the game I created was confusing without it and I feel like learning UI elements would be a good place to stop and start the practice project because then you have a complete game, whereas my game felt incomplete without a UI. It’s also more convenient for the developer, because going into the inspector and while testing your game is kind of tedious.