

## Post-project reflection:

I found this project quite challenging compared to previous briefs, I believe this to have been primarily due to working within another person's work. While the package we exported was well made and had a lot of tutorials, I found myself challenged by the concept of improving and optimising it as opposed to building my own work from the ground up. I do believe that this is an essential skill however and one I hope to improve on moving forward.

My biggest obstacle was in the optimisation report and testing as this was a brand new concept for me. I found using the class videos combined with really exploring and testing the unity profiler helped greatly however in improving my understanding. I learned a massive amount during this brief about file management and loading however, a topic I've always been greatly curious about. I feel very comfortable with json file loading now as it was the primary type I used for this brief but would like to try and use Text file and XML types in the future so I'm comfortable with various types of ways to save and parse data.

In the future I hope to undertake more projects in regards to optimising and improving projects as I believe it is a great skill in the industry. I am however going to change my approach to really learn and playtest more to understand the game or package i am working on as i didn't do this until around halfway through this brief. Overall I am satisfied with my work and look forward to growing my knowledge on these systems more in future briefs.

**Minimum 250-300 words total.**

Word Count:	274
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