Incursion: Critical Reflection

I believe that the first semester went very well. I had written an enough information in the design document to guide me smoothly through the development phase. The second semester, however, did not go as well as the previous semester. After the group collaboration project (which took place between the first and second semester) ended, I became extremely burnt out from programming (after having to work on the project for more hours per day than expected and on the weekends during the last couple of weeks of the group project). This has resulted in the game feeling incomplete as there are many features that have been cut such as: more tower types, more weapon types, more levels, selling/ replacing towers, better designed UI etc. In addition, there are quite a few bugs present that I did not have time to fix as well as feedback that I did not have time to act upon.

Fortunately, there weren’t many issues/ bugs that would severely impact the development schedule. I am glad that most of the marketplace content that I have managed to acquire is consistent in theme. I am also pleased of my coding practises. I made most of the code very clear (using easy to understand names, commenting code which isn’t self-explanatory etc) which made it very easy to go back to and understand old code. I also made sure to make use plenty of Unreal Engines’ coding practices such as using interfaces for accessing functions from unknown classes, inheritance to reduce duplicated code, event dispatchers to follow the separation-of-concerns design pattern etc.

Despite not having enough time to reach what I had originally planned this project to be, I have enjoyed developing it and I plan to carry on with development after submitting this project so that I can add more features, polish it, and make it feel like a complete game.