# 9 - Postmortem

## 9.1 Reflection

During this project almost all assets in the game were not created by me. I see this as an imperfection within the project as it feels less personal knowing that I have not contributed to that much of the games modelling and asset making. Going forward I would like to start replacing assets with assets that I have made. Time constraints were stopping me from doing this during this project as if I was to have created all assets for the game, I would have never got the game done in time.

Additionally, I would like to release Timeline Takedown to Steam in the future, I believe once there are more levels in the game, this would be worthy of a steam release. For the time being, Itchio is more acceptable as its free for developers to upload projects to, and free for game enthusiasts to download games.

## 9.2 Data

Data such as sprints? Idk

A chart with colorful rectangular objects

AI-generated content may be incorrect.

Figure

## 9.3 Conclusion

In conclusion Timeline Takedown was a success, the game had a working wave system where the enemies would spawn in at set spawn locations, and the waves would cycle as intended. Even though there are not as many levels as I initially planned for, the game is in a good place now where it has a complete game loop and can easily be worked upon in the future to create new content such as new levels, enemies, and weapons.