**CIT 340 Final Project Post-Mortem**

When starting this project, I had especially grand ideas of what to do. After starting it, I got off to a very fast start and was making progress at a very satisfying rate. But after making my first level and adding some of the features (like hearts and screen fading), it was like I hit a wall, and nothing would work properly. Adding another feature would cause headache, and always conflict with something already there.

I feel like I spent too much time on little things vs. adding actual features; I spent like two days straight of just getting up and working all day just to fix the animation events to make footsteps play on the *exact* frame that the player sprite hits the ground.

One thing I am especially proud of (which I think I also spent too much time on) is the player character. I think the player character feels wonderful to control and looks amazing. I found a sprite sheet that looked very cute and close to what I wanted, then went in and spent days modifying it, changing the colors (which took forever) and stretching and tuning it to work just the way I wanted.

If I were to start this project over, I think I would start differently by making all of the player stats DontDestroyonLoad and put them in a persistent script, along with the proper checks for health and damage. I didn’t do this when starting, and it made it a pain to try to convert all of the health checks for death and UI to stay persistent through the levels. After many days of solely trying to get it to work and going to bed with a headache, disappointed that I couldn’t do it, I eventually gave up on trying to make that work.

Although it is a very simply game, I really think everything in the game is nice. I still ***really***wish I could have gotten ranged attacks and a shop system working, along with a bigger map, but I think I spent too much time on the little things instead of focusing on the big picture.

Although I do think this is a nice base, and I would like to spend more time after this class modifying it to give it enough content to be an actual game, and maybe see how other people would like it.