**ICS 4U GSP Reflection**

Over a month ago, our group set forth to produce a Unity based tower defense game. After several hours of planning and laying out a reasonable, albeit ambitious scope, we bent to our task. We speak to you now, several weeks and many hours of work later, enlightened with an increased understanding of the C# programming language and the Unity Game engine through which our code has been brought to life. Our group is proud to say we have fulfilled the scope initially laid out while also going beyond expectations without changing the planned functionality or parameters of the project. This was achievable largely due to the exceptional communication between members of our group which allowed us to divide and schedule work based around time constraints for group members imposed by other aspects of life. Our communication also resulted in increased efficiency due to nobody repeating tasks already completed by other group members, and an ease of access to expertise and experience provided by each other. Overall, we believe that by completing our goal, as well as gaining valuable experience with group co-operation, this project can be deemed a resounding success.