**Personal Reflection**

We as a team thought that we completed a tile based game that fulfilled the marking criteria to a high standard. We specifically made sure that we were fulfilling each criteria throughout the process of completing the task and this has made us confident that it should hopefully be marked as such.

In particular, we are proud of two things, firstly, the system flowchart, this was because it took a long time to do as the processes were long and complicated, but we thought that it turned out great. Secondly, we are also proud of the procedurally generated map, this is because it was quite tricky and took a long time to fine tune and make sure that it worked fine without bugs.

We could have improved on our time management. This was a slight issue as we made a Gantt chart early, but we lagged behind on completing some of the other theory components, such as the structure chart because it was so complicated. This could have been prevented if we had taken into consideration how some elements could have unforeseen challenges that would take more time to finish, and allocate extra time in case we were behind schedule. But since it was a two man team, we still had ample time to complete the task and the time issues were only minor.