***RPG System Post-mortem***

To summarise the process of my rpg system I have reached my goals technically. Adding a modular system that allows the player to make their own powers with buffs and damage over time attributes, this then gets stored in data and can be used whenever. However, I believe I can add more too this system. There are some things due to time I couldn’t add in for example, when the player shoots a projectile at an enemy the enemy then gets an impact effect applied to it. This is used for the damage over time script, showing that there is damage still applied to the enemy. However, I did not have enough time to make a DOT effect therefore I just used the shield prefab which doesn't give the impression that the enemy is still get hurt.

Moving forward I will continue to work on this project making more data (powers) even adding in an extra attribute for speed which could be used to slow down enemies or even speed up the player. I may even make a little tutorial scene to make it feel more like a rpg game instead of a test scene. I have thought of making more shaders for different powers and DOT attributes as well.