Postmortem for Assignment 3

This assignment took me about a week and half to complete. I had a few of difficulties with the assignment such as not knowing how to do certain things like figuring out how to make sure the players can win or lose and creating menu strips that can do things when being clicked on. I had many issues along the way, and I restarted on this assignment a couple of times. I spent about a day with preproduction and about a week and half with the production. But overall, everything went great, and I was able to get that game working well with all the requirements.