

- 1- Estimate how many hours you spent on the final project
  - a. About 3 hours was taken to complete the pong game
  - b. About 5 hours was taken to complete the rogue like adventure game
- 2- Briefly (2-3 sentences) describe what you learned through completing your final project
  - a. C# sharp is definitely a language that seems useful. The ways the people talked about it in the tutorials made it seem like a good language to learn. After working around 8 hours with C# I can say that I have a very basic understanding of the most basic form of the language. Not only did I use C# coding in my project, but in the rogue like adventure game I learned the basics of animation and how a few pictures can be used to show idling and attack animations. Lastly, I learned more of the complexities of Unity and what exactly the engine can do. What I know now is the most basic form of Unity, but I know more than when I started this project for sure.
- 3- Out of a scale from 0 – 100, give a proposed grade for your project. While I will be the final evaluator of your efforts, I would like you to self-assess your effort here. Add a few sentences that explains your score.
  - a. I worked hard on this project and definitely had to trouble shoot online when getting random C# errors; however, that being said I only put roughly 8 hours into this project which was a couple under the set amount you wanted. I think I would give myself a 90 on the project because of its simplicity and time amount.