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Postmortem - Super Nova Dragon

What went right?

1. I was able to make the models in Blender (Nova, the castle, knights, trees, textures, skybox) after getting the mechanics to work with primitive objects.
2. The mouse turn and movement for Nova was smooth.
3. The spawning waves of the knights were consistent.
4. I was able to make a help bar appear and disappear with the Q button.
5. The particle system for the castle worked to show that the castle was taking damage.
6. I was able to incorporate 2D assets to help the player understand the health bar.

What went wrong?

1. I was unable to get the boss to appear after 50 knights being killed.
2. I need to turn down the sensitivity for the mouse turn.
3. The Collision for the walls to stop the player from leaving the field stopped working.
4. The knights do not stop spawning after the player wins and or loses.
5. I needed more on collision sounds.
6. The UI for the heath bar does not size well.

What can be learned from this experience?

1. I learned how to disable and enable the objects.
2. I worked on my own and was able to get some good time management from making a doc of mechanics, assets, characters, UI (health bars), behaviors, story. I marked the most important things like mechanics and behaviors in blue, things that I wanted but did not really need or added to the game but not the aesthetics were in red and thing that were completed were in purple.
3. How to make a health bar go up over time.