**Final Project Postmortem**

The process of this final project was especially rocky. My code base from project 3 was an incomplete template, meaning that I was already starting a step behind. Due to this, I went into the final project without a concrete plan. While I did have one, it was mostly bringing it up to the standards of Project 3, something I’m not sure I accomplished. Not helping matters was my complete incongruency with the Lua language, which was strange to experiment and play with. The programming languages I was already familiar with were C, C++, Java, Python and Javascript. All object-oriented languages. Lua, which is a language consisting of only tables, was simply baffling to me. I didn’t have books upon books of knowledge to call upon, mostly just the LOVE2D documentation and any help I could get from ChatGPT, which, while insightful, is no replacement for a competent education in a language.

Compared to past projects in this class, this is about the average. I think project 2 ended in a much better place, possibly due to the grace period I was afforded. Compared to past class projects at this university, this was poor work. I’m not ashamed to admit it, only ashamed that I could not produce better. This was *bad*.

What I’m most proud of was that I managed to make a project with a proper structure (even if I couldn’t 100% complete it). I think looking over the projects of my classmates helped in this regard,

Honestly, my biggest failure with this project, with all the projects in this class, was my lack of trust in past code. Rather than simply take what worked from the previous project as a baseline, I would try to recreate what I wanted, as if from memory. I would use previous projects as a guideline or cheat sheet if I was really struggling (or running out of time), but for the most part I tried to do everything from scratch for each project. I’m honestly not sure why I’m like this. It could be my lack of familiarity with Lua, and my inability to recognize patterns (I’m fairly sure I miscategorized some in the README’s). It could be that I didn’t or couldn’t trust my created code in a language I was learning for the first time. I seem to have this hesitance that I did not have when I was first stepping into the computer science fields, when I was learning my first programming languages. I don’t know what’s wrong with me.

Not only do I want to work on something like this again, I want to keep tinkering with this repository (or a least a copy of it). While I was initially planning to dismiss Lua and LOVE2D, after talking with some of my compatriots in the GDA, I was convinced that LOVE2D could be a promising engine to work with. I will strive to live up to their expectations.