

## Reflection

For our culminating project, we made Overlord. The overall production of the game took many hours. The project had many problems starting out, the first of which was the lack of ideas which delayed our progress into the second day after the assignment was assigned. After we got a solid idea, we started to spend a lot of our energy into thinking of creative ways to improve our product as we knew it was simple to begin with, which resulted in a lot of late night working and fixing bugs. Luckily it all worked out and we're happy with the finished project. A lot of time was spent on animations, and making gifs, as well as learning how to use complex functions to program the gifs to move after a selection had been made. I learned a lot of important features, such as TaskCompletionSource which acted like a token used to continue our code for making buttons in the item sack visible or invisible. as well as await which helped us with the delay feature after attacks and animations. There were a lot of bugs with the leaderboard feature but luckily we got that to work as well, and we're glad that through modifications and revisions we got our code to function well.