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### Final Project Postmortem

Working on this project was incredibly fun, to the point where I'd say it's been probably some of the most fun I've had programming during my time here. The actual process of working on this project was really smooth, especially in comparison to my other classes and their group projects, as I felt that I could constantly learn and make progress at my own pace. Unfortunately, I wasn't able to work on the assignment as much as I would've liked to, which kinda bummed me out since this project was something I'd been looking forward to since it was revealed in lecture. I had a lot of issues in my other classes with group projects, particularly on the coordination and communication side of things, to the point where I found myself taking time away from this project for those assignments. Due to this, I wasn't able to dedicate the time I wanted to to implement the features I wished to see, let alone make things look polished. Despite this, I really liked how this assignment was a culmination of all of my work this quarter.

Most classes I've taken usually follow the approach of rapidly prototyping several games and experiences in one quarter, which often resulted in a lot of half-baked ideas and visions that were never seen to the end, so having this class slowly build up work from a simple card game like Solitaire into a more complex 3CG was really rewarding. I felt proud of how much each project expanded on the last, going from being excited to pick up a card to being able to create a fully functioning game with rules. Once again, though, while I was proud to see the work I was able to accomplish, I had really hoped, and even expected, to get my final 3CG into a more

polished state. I loved being able to see my game slowly form in project 3, but not having the time to take things all the way with the final, leaving out standard features like the cards' abilities, was pretty upsetting. It's because of this that I not only want to work on something similar in the future, but I want to keep developing this project over the summer into something I can show off and be really proud of. I want to add the features I couldn't include, as well as try to strive for the stretch goals I was nowhere near close to implementing, to prove to myself that I can code something fun with a larger scope than I'm used to. I really enjoyed this class and this project, and I felt like I became a stronger programmer at the end of the day, with the patterns I learned and the new emphasis I've taken to write code that's both efficient and easily iterable. Ultimately, I got a lot out of this class, and I want to use these skills to see what I started to the end.