

Game: Hero Turtle Kills a Wizard

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Link: <https://thehemny.itch.io/hero-turtle>

1. What went well and what did we accomplish?

- The sprites are still going well and we got started on the area maps. We also did portraits for the dialogue boxes. We also made a basic enemy with AI.

2. Where did we not succeed and what did we learn?

- The enemy AI is still buggy and could be radically improved. From this, we've learned that programming is *really* hard. The process of programming the enemy AI was also brutal, with most of the errors coming from typos.
- For the artwork, we learned that simpler is better, and downscaling the map/level complexity will be a huge help in getting the game done on time.

3. What can we do differently next time to improve our processes?

- We can check our code for typos before radically overhauling our programming, which would save a lot of time and precious energy. We can also plan out what art assets we'll need at the beginning of the sprint, making the whole process much more efficient.

4. What questions do we have that we still need to answer?

- How is the final boss gonna work? What conditions, if any, must be met in order to reach the final boss? How are we going to implement NPC dialogue? Are we going to do cutscenes? How else can we downscale, if needed? What are we doing for the title screen/pause screen?