Game Title: Hero Turtle Kills a Wizard

Group Members: Henry Smith, Alex Scott

[[Itch.io link](https://thehemny.itch.io/turtle-boy)]

1. **What went well and what did we accomplish?**

Alex: The walking sprites turned out really good. They were originally designed as placeholders but they’ll more than likely be serviceable for the final product. The attack sprites were somewhat of a challenge because there aren’t really a lot of ways a turtle can attack that are easy to animate. We needed something that would actually cover a large enough area for the hitbox and also be easy to animate (not like a bite or something). I just made his head really big and got the idea for the slam, which could be done in one frame.

Henry: The movement and hurtbox/hitbox implementation went shockingly well. That, plus getting most of the player-related functions implemented right off the bat makes me optimistic for the rest of the development process.

1. **Where did we not succeed and what did we learn?**

We decided that the changing player mechanic would be too difficult to implement on time, so we scrapped it and have some horse sprites drawn that won’t be used for the player. We decided to just repurpose the sprites for a boss or enemy, so they won’t go to waste. We also learned that animations are really hard to implement, and we didn’t get everything for the player character implemented (we’re only missing a damage invulnerability state). Getting everything regarding the player synced up was a huge challenge, and we’ve learned that IEnumerators are our friends.

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

Alex: I originally wanted to make a basic tileset so that the levels could be changed on the fly, but now I think it would be better to just design the levels with basic shapes then once we know how they’ll play, I’ll simply draw a static background. This wouldn’t be as scalable as a tileset, but it would be a lot easier to do and meet our goals.

Henry: I feel like we need to set more realistic goals for what can be achieved before each deadline, taking into account that we still have other classes and obligations. We also need to downscale our original vision into something that is still fun and enjoyable, but feasible to actually make before the final game is due.

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

What are the levels actually going to look like? How will they be laid out? What will the bosses be?