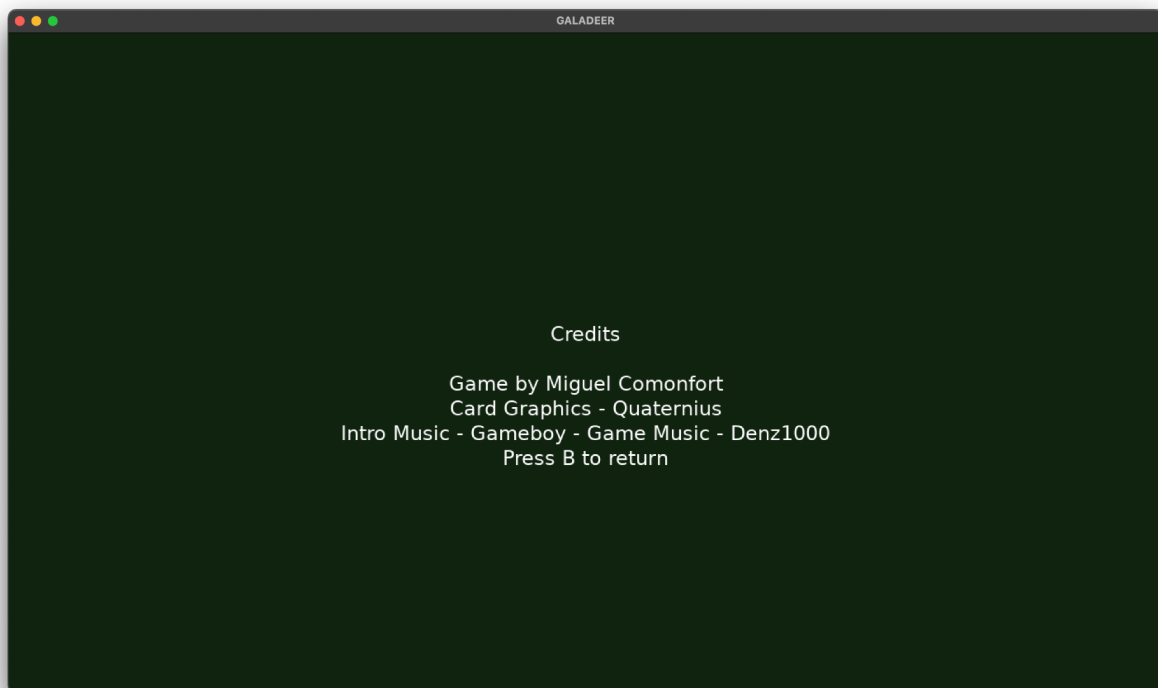
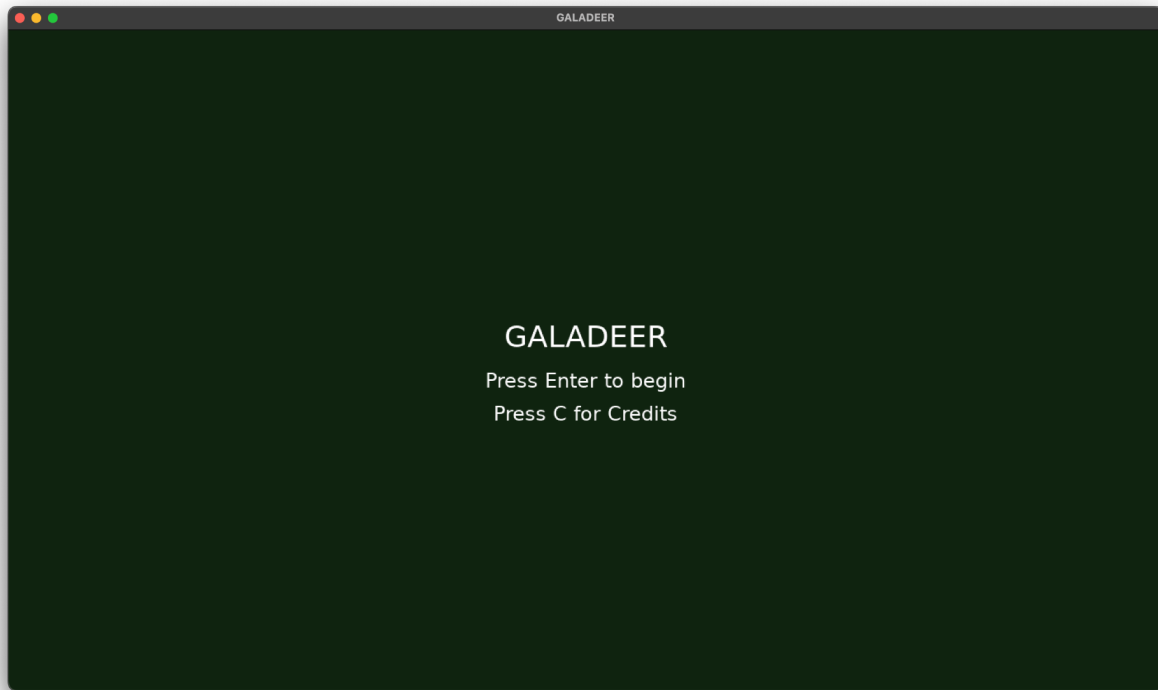


GalaDeer

GalaDeer 1.0



GalaDeer 2.0





Postmortem

Question 1

Take some time to consider the actual process of working on this particular project. Much learning happens in the process of looking back on things. Was it smooth or pretty rocky? Why do you think that was?

Response :

Going into not only this project but also the solitaire assignment, I feel like I underestimated the difficulty of management in my application. After doing projects one and two, I do think that I did approach project 3 and the final

implementations differently, but I could have done better at managing the workload. Although compared to C++, Lua requires main to do the heavy lifting which did bring me some trouble but overall got used to it, especially with two of my courses this quarter requiring me to learn and adapt to Lua and Love2D.

Overall however I do appreciate working on a big project of creating my individual card game as this course has prepared me the most for the indie developer route, especially now that I feel confident in my Lua Love2D skills.

Question 2

How does this project compare to previous projects you've worked on. Feel free to compare it to any other projects you've worked on for any other class or in any other context (ie. passion project, game jam, prior work experience, internship, etc.)

Response :

This has felt like the most complex yet most satisfying project I have worked on during my entire time here at UCSC. I think it had to do with the fact that two of the courses I was enrolled in this quarter were both being taught in Lua using Love2D so I believe that not only will help me in the long run but it also

allowed me to gain a lot of experience during this ten week period to improve on skills all around the board while also learning how to approach certain things two different ways.

While the other course made me work in a group setting this course allowed me to polish my skills in my own bounds and ideas allowing me to bring inputs of my flaws into my projects for this course. This especially helped because for me the best way to learn is repetition.

Question 3

What was the biggest triumph or thing you're proud of on this project?

Response :

Simply put, being able to manage my main.lua file. As strange as that sounds managing that file will haunt me. With such a big file whenever I made an error it would be hard to find at times.

But beside that dealing with the card powers was a bit troubling. When implementing certain power ups came with some troubles and still are currently giving me problems which I will soon fix. For some of these I did utilize the help of Ai to help me debug problems.

Question 4

What was the biggest annoyance, problem, failure, or area for future improvement?

Response :

The biggest annoyance was my ignorance when implementing the .json file because I had forgot to dkjson file to my folder making me feel a bit dumb due to the time i spent trying to figure it out. Other problems were ui related as well as once again card power ups. UI adjustments were simple just annoying but ultimately made the game look much better at the end of things. As for the card powers dealing with certain cards brought a lot of trouble and still bring some annoyance. I think my ambition got them better of me and gave me unnecessary stress. Oh and how could I forget the two days I was in the ER this week due to my ongoing health problems



Question 5

Would you want to work on something like this again? Why or why not?

I would love to work on a project like this again! Now particularly a card game probably not only because card games are typically not something I play but in the sense of using Lua and Love2D of course! I feel like this course in combination with my other course has made me extremely well rounded in Lua and I cant wait to work on indie projects over my unemployed summer! For perspective I do think I can make a fun tower defense game in lua which the original idea sparked from working on these projects.

Question 6

Feel free to include any other insights, revelation, funny bug stories, or anything else you feel is relevant to what you learned from this project.

Response :

The one good thing about taking two courses that are being taught in the same language with the same engine is that I could take ideas and my experience to further better my project. I

also got input from people not enrolled in 121 to help improve my card game. Lastly I will say, I did really enjoy taking this course and learning from you professor. Although due to my health complications I wasn't able to attend class as much as I wanted to I appreciated the teach structure as well as interactive you made the classroom. This made it a much better learning experience. Thank you and I wish you and your teaching staff the best!