

## Jenee Willis - Reflection

Going into the project, I broke down the tasks into smaller tasks then I used a project management software called Trello to organise and to keep track of what I had done. I focused on most of my programming first and tried to follow OOP practices however, by the end, it was a bit of a rush and I found that I did not do as well in keeping my code organized. I tried to comment and describe the idea behind each script so that someone else reading it could understand what its main purpose was.

The art for me was probably the most stressful part since I could not find a free asset pack that I could be used in a top down game. This meant that I had to do my own assets and animations pretty quickly because I knew that I needed to spend most of my time with the code.

I wanted the aesthetic to be bright and fun since that is what clothes shopping is all about so I chose light colours for the game.

I believe I did pretty well for the amount of time I was able to work on it. There is one bug when the player clicks on the shopkeeper and it sometimes fails to load the correct items in the sell section. I would fix that and do some code refactoring if I had more time.