

### ***Completed Work:***

As far as work that I was planning to get completed versus what I completed is concerned, I far surpassed my expectations. Taking a simple mini world of Funglsle and turning it into an entire story and interactive game was something I really didn't have in mind until it started evolving out of the project.

### ***Future Work:***

As far what I would do if I had more time, I feel like I would do more testing and change more of the technical aspects of the game. I spent so much time adding new features, that I feel like I couldn't do enough testing. In addition, some of the code got kind of mixed up and squished together which makes reading the code more difficult than it needs to be. Some of the other technical features, like animals *must* always accompany heroes and animals don't take any damage (only their owner), are aspects of the game that are more restrictive than a real-world model would contain and not ideal. The most important thing that I would change is that if more than one person is using the game at the same time, their changes to the Funglsle database will get confused. As all changes go to one database which relies on users resetting it when they start, it can potentially cause a great deal of conflict, especially if users are either nefarious or don't have any idea how the game works. Fixing this problem, would involve storing user's info and the state of their game, which would add a whole new complex aspect to the project, but that would certainly be the future goal.

### ***Final Conclusion:***

Funglsle was a huge project that involved hundreds of lines of code, 500+ commits, 27 files, and a ton of hours of work to complete. I wasn't even sure that I could finish it, but I was pleasantly surprised when I finally did. This project really honed my php skills, and I feel like I am more than a hundred times better using the language. It really wasn't preferable doing all the programming in php, but it was very similar to C++ which made it manageable. The hardest part was just ferrying data to and from each php file using appropriate dynamics. Overall, I had fun, and I am excited to show it to others!