



Individual Assignment Postmortem



1. Assignment Overview

Assignment: Assignment 2 / Vertical Slice

Date: April 6, 2025

■ Tools & Technologies Used: C++ and Visual Studio

© 2. Personal Assignment Goals

Assigned Objectives:

- Main Game Menu (Game UI)
- Pause Menu (Pause Menu UI)
- **NPC Characters**
- **Fade In/Out Transitions**
- **Keyboard Inputs**
- **Dialogue with Branching**
- **Buttons and Controls**
- **Game Logo**
- Team Logo
- **Enemies**



Personal Improvements Proposed:

None

✓ 3. What I Accomplished

✓ Completed Tasks:

- Main Game Menu (Game UI)
- Pause Menu (Pause Menu UI)
- NPC Characters
- Fade In/Out Transitions
- Keyboard Inputs
- Dialogue with Branching
- Buttons and Controls
- Game Logo
- Team Logo
- Enemies

***** Key Contributions:

- UI System
- Dialogue System
- Game Engine



- Tilemap
- NPC Paths
- Tilemap Stacking
- Tiled Template Integration

Positive Takeaways:

• Fun and personally satisfying experience, enriching my understanding of game development.

4. Challenges & How I Solved Them

Problems Faced:

 Creating generalized solutions that could be reused across multiple areas, allowing for flexible and dynamic development.

% Solution:

 Discovered templates in C++, learning how to leverage them to handle multiple variable types. This empowered me to create flexible, reusable, and scalable solutions.



📚 5. Key Learnings

Technical Skills Acquired:

 Mastered C++ Templates to simplify and optimize the codebase for future use.

Personal Development:

None — but gained confidence in my development skills.

6. Screenshots & Demonstrations

(Images, Videos, or Code Snippets Placeholder)

Add visual content here when ready to showcase your amazing work! $\stackrel{4}{\Rightarrow}$

7. Next Steps

- Implement Inventory System
- Develop Party System (group of characters) ***
- Improve Combat Mechanics 💥
- Enhance Dialogue System •
- Improve NPCs (more interaction, better AI)
- Integrate all Game Components seamlessly



- Implement Quests
- Create an interactive Map

9. 8. Final Thoughts

* Overall Experience:

 It was a normal experience, but crucial for learning and gaining confidence in game development.

Reflections:

 Although the project didn't have any outstanding moments, it expanded my technical knowledge and helped me build important skills for the future.
Ready for the next challenge!

W Final Notes:

 This document will be updated with images and final touches as the project evolves.