## Things that went well:

1. The main game was completed really fast in about 7 hours with good structure. The code structure was flexible and allowed me to number balance.
2. The backend works, although I am not happy with the structure for backend which feels brute force. But none the less, I am happy with it for the first attempt at backend.
3. Made the game unique with some game design changes.
4. Kept in mind the level of difficulty from the start and changing the area sizes in the game is as easy as changing the 3 values in an array.

## Things that could have been better:

1. Backend feels like a brute force approach.
2. I had some hosting issues which aren’t yet resolved.
3. Some of the labels have x,y positions hardcoded and might create a problem.
4. Lacks some art-work for a better feel of the game.

## Things I will change if I had more time:

1. Make it look better, with art or simple font coloring.
2. Make backend more flexible.
3. Add more design elements to make the game fun.
4. Actual database integration. *(Working on this currently but submitted without it because of time restriction)*

## Total development time breakdown:

1. Main game : 7 hours.
2. Game Polishing and added features : 3-4 hours
3. Backend and learning PHP : 4-5 hours
4. Documentation: 30 - 45 minutes.