

## REFLECTION

**What did you like about the project?** I liked that we were able to choose which extra features we wanted to add, and mold the shell of the game around our ideas. I had to add commands for things like drink and craft which are specific to my game.

**What was the hardest part of the project?** I think I struggled the most in the beginning of the game creation since I was not used to Java and it was a big jump from Python. I think Stage 04 took me the longest and gave me the most trouble.

**What parts of your original game did not get implemented? Why?** In my original game design I had included NPC's in the skeleton mausoleum that you could either attack or barter with. I did not implement it as for my special features I thought the battles and the potion crafting were more important and I did not want to run out of time.

**What do you think we should do differently about the project in the future?** I think that having a clearer picture of what the game will turn out to be and the limitations of it would be helpful. I think when writing my design I did not consider the implementation of things and had to cut things like the NPC's due to time. I would have shifted my story a bit in the beginning if I knew where it was heading.

**What would you do differently if you had to do it all over again?** I would alter my story and design a bit to make it more fun. I think a lot of my more unique/fun elements had to be cut or scaled down so I could finish on time, and I would have probably fleshed out my descriptions more to make it more interesting.

**Are you also taking Imaginative Writing this semester? If so, do you think it helped you to design a more interesting game?** I am not taking imaginative writing but am taking a creative writing workshop with Ms. Yonkoski this semester. I think it did help me with my descriptions a bit, but it is more difficult in a game because you have less time/space to world-build than in a short story.

**What was good / bad / helpful / frustrating about using GitHub?** I enjoyed learning how to use Github for the most part, and the submission process for assignment was easy. The only time it was frustrating was when I forgot to do a pull switching from my laptop to my computer and had to spend time reverting back and trying not to mess up my whole project!