Brad B.

This project was an accomplishment of actually getting a project finished, being that every project I worked on has been canceled or cut this was a big deal for me. I also was able to finish this as a dedicated project to my late friend. I was able to overcome problems as they arrived such as figuring out the dialog issues and cpr.

Some mistakes I made was focusing on modeling assets at the beginning project instead of trying to figure out the hard parts. I also had to decrease the scope of my project to a single procedure, but the other procedures can be added later. For the dialog I wanted it to be dynamic but it was proving to be difficult. To solve that issue I made the dialog linear with the information the player needs to complete the game and is usable in real life. Another mistake was I had scaled the sprites at one point and when I went to increase the resolution it broke the animations. If I were to do it again I would have brought all the sprites in on one sheet rather than as they were completed.