**Physics Post-Mortem**

My group used Unreal Engine 4 instead of Unity for this project, so it was a challenge learning a new game engine. Unreal uses a different programming language (C++ instead of C#) and also has a visual scripting option (Blueprints), and trying to decide which to use (or if we should use them both together) was hard. I think we did a good job of accomplishing our goals even with the added challenge of learning a new game engine. We added an exploding projectile, a car boost, networking, and an arena map to drive around and test things out in. There were a few plans that didn’t end up going into the assessment due to time constraints (like a vortex/black hole mechanic). I would have focused on adding a few more mechanics (like the vortex) instead of fine tuning the arena, as that was mostly finished in a rather short amount of time. Spending a little longer on learning more things about Unreal would also have helped us be able to do more things and be more efficient.