**My Project – Donut Raiders**

I have been working on my project for many weeks, and this is my overall review of my management, as well as my overall reflection.

I think I time managed my project quite well, however there is always room for improvement. I started my project very early on in the term and made good progress throughout the entire term. I could have managed it a little better though, because I still found myself cramming in quite a lot of work within the last week or so the project was due.

I learned a lot throughout the project, which is great obviously but there are also a few downsides. Considering I started my project very early; I wasn’t too experienced with lua even though I had used it before. This means some of the functions I created near the beginning are quite inefficient, long and took a lot of hassle when they really didn’t need to. My main game file is around 900 lines however if I recoded the whole thing with my current knowledge, I think it would be closer to 600-700. This problem is not too bad though because the game still works very well and has good FPS.

I created a flow chart with a template on creately.com which wasn’t too detailed but explained the basic basis of the game.

**Reflection**

Overall, my project was very successful. I learnt a lot throughout the experience as well as producing a game I am very happy with. The game is fun to play and works very well. I worked quite hard throughout the term, and even though some of my code is inefficient, I learnt how to be more efficient which will be helpful in the future.