What did you like about the project?

If I actually liked the story that I was telling, I’d have probably liked the project more than I did. It was a good tool for learning, but I can’t say I enjoyed any part of it.

What was the hardest part of the project?

I found that the hardest part was the actual design of the game. Parts of testing and debugging were frustrating, if not necessarily hard.

What parts of your original game did not get implemented? Why?

In my original design, doing another quest would give you the ingredients needed to make a befuddlement potion. This offered the player a second way to pass one of the obstacles. I did not implement this due to time-constraints combined with the fear of adding bugs.

The herb pouch was also only going to be able to hold a total of fifteen ingredients. While I did begin to implement this, I decided to take it out. There were bugs in its implementation that I did not believe I would be able to fix in time along with everything else I wished to finish.

What do you think Dr. Hogg and Dr. Jump should do differently about the project in the future?

I don’t have any ideas.

What would you do differently if you had to do it all over again?

I would try to come up with a story that I like better. I don’t enjoy writing on a normal day, but I absolutely hate writing something I’m not passionate about. This also would have helped me finish the design quicker, which ate up a lot of my time.

Are you also taking Imaginative Writing this semester? If so, do you think it helped you to design a more interesting game?

Yes, I am, and no, not really. That’s not to say it was a bad class, but by the time we reached the part that was about designing a game, we were supposed to be done with almost the entirety of our actual games. Moving Imaginative Writing to the fall semester would fix that particular problem.

What was good / bad / helpful / frustrating about using GitHub?

I don’t have any particularly strong feelings about GitHub.