What did you like about the project?

What was the hardest part of the project?

I found that the hardest part was the actual design of the game. Testing was also a pain.

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

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

I would like to actually have known what exactly was in each stage. At certain parts, I was thinking too far ahead and that caused me a bit of grief. Just a quick bullet point summary would have helped. Knowing that the player would interact via dialogue trees beforehand would have helped as well, I feel.

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 like writing on a normal day, but I 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 necessarily the class’s fault, though. By the time we reached the part of the class that was about designing a game, we were already supposed to be mostly done with our actual games. I’m not sure even moving Imaginative Writing to the fall semester would fix that.

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

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