# Reflection

Upon completion of your game, answer the following questions:

1. What are you proud of with your first game?
2. What was challenging in the development process? How did you overcome the challenges?
3. If you were to improve your game, what would be your next steps/ideas?

Now that you have a working game, it’s time to show it off and reflect on your experience!

For this exercise, create a Google Presentation that summarizes all of the hard work you put into building your program!

Your presentation should be no longer than 12 slides, excluding the title slide. Your presentation should:

* State the title of your game and your name.
* Explain the basic premise of your game: What is the goal of the game? How does the user reach this goal?
* Explain how your game contains the 4 elements that make a good game (challenge, choice, change, and rules).
* Explain what assets you utilized to build your game and how you manipulated/changed them (including the materials you used).
* Describe the most challenging part of the game-creation process for you/your team as well as how you overcame the problem.
* Include screenshots, gifs, and/or video of your game for the audience to refer to.