What went well
- Minecart works bare minimum, and is fun.
- Modular level looks nice.
- The miniboss area looks how I wanted it to.

What can be improved
- Bugs became apparent once more of the level are put in, gems and I think one of the enemies started to not work with the minecart possession and repossession.
- A custom ceiling would be nice.
- Minecart could reset after falling into an out of bound volume.
- The track tiles need to be placed individually.
- It can use a little bit more collectables.
- The minecart sessions can use a bit more gameplay, right now it is only for transportation.

What I've learned
- When planning Modular Level, avoid curves if the modular kit doesn't support curves.
- I need to think about how the gimmicks reset when designing one.
- I need to think about how to automate placing assets if the number goes upwards to hundreds. I do not know how to do this to a point where I can edit the result in editor yet.
- Other's codes may not care about possession features of unreal and assume the player is the one thing and one thing only.