Development Reflection: Journey of Creating the Memory Card Flip Game

Day 1: Brainstorming & Conceptualization

The first day was dedicated to brainstorming ideas for my next game. I explored various articles, game concepts, and trends before stumbling upon the idea of a **Memory Card Flip Game**. After reviewing its potential and gameplay mechanics, I decided to proceed with this idea. By the end of the day, I had finalized the **game concept** and set up the **Git repository** for version control.

Day 2: Initial Development & Design Prototyping

With the game concept in place, I started **developing the core mechanics** while simultaneously designing the prototype in **Figma**. I also researched and selected assets for the game. The primary color chosen was **#f43f5e (Pinkish-Red)** based on research indicating that warm, vibrant colors enhance **memory retention** better than cooler shades like blue or green. This choice was backed by studies emphasizing how red hues are more likely to be remembered by users.

Day 3: Overcoming Challenges & Progressing Despite Illness

Despite feeling unwell, I still managed to complete some **core functionalities** and fix **early-stage bugs** in the game. Progress was slightly slower than expected, but I ensured that key mechanics were functional. This day was a test of perseverance, and even small achievements felt rewarding.

End of Week Reflection

I ended the week with **two new feedback points** and some **quick feedback from teachers**, including **Methad and Paul**, regarding the **actual design** and my approach to development.

Week 2: Transitioning to React Native

This week started strong as I **finished the project in React** and began working on **React Native** for mobile deployment. Moving forward, I plan to further optimize the game for **cross-platform accessibility** while refining the **user experience and interface**.

Recent Progress: Implementing Authentication

Today, I successfully implemented an **authentication system** using **Appwrite** with **Google Auth provider**. This marks an important step in adding user authentication, allowing players to securely log in and track their progress across devices.