Barcoma JBrien Cezar, [redacted]
[redacted] **Individual Reflection**

I choose to answer
D. What additional features would you have added to the project if you had more time?

Having had the experience as a child playing the games of the mid 1990's and early 2000's, and being someone who closely follows updates and patches of games that I play, this project put me through a satisfying and rewarding experience for what game developers have to go through in their time developing a game. From level design to tactical play of the game, the activity has been very insightful.

As RPG games are very common, it is easy to look for features to add to the game. Below are some of the major things I considered adding to the game on the early design stage but was unable to include:

1. **Moving through different locations.** Similar to the pokemon games, once the player has chosen their stat, they move out of their house and go onto the weapon shop to select their weapon, then move on to the grass to fight monsters. The only challenge for implementing this is designing the art display for the change in environments and managing the resulting matrices if a dynamic map is added..
2. **Inventory and Player attack modifiers (buffs and debuffs).** There is already a key-value pair for attack modifiers in the player dictionary, but no function currently modifies this. The challenge for this is designing the items and the calculations for the stacking of modifications to the player or even monster stat when the player uses them.
3. **More monsters.** While the game is called Mush!, after the Orange Mushrooms from Maplestory, it is easily possible to add more monsters with just nesting dictionaries into the monster dictionary. The challenge would be designing the gameplay goal of fighting more than 1 monster.
4. **Scoring system.** The lesser number of attacks executed, or the lower value of items used, the higher the points scored. The challenge would be the designing of the values associated with each action.
5. **More varied and dynamic graphic display.** Attempt was made to 'animate' the attack sequence, and initially, I intended for the player to have art and is shown on the bottom left of the screen above the action choices. The challenge for this would be setting up for display sequences and further compartmentalizing parts of the display (nested lists/matrices/larger tuples).
6. **Adjustable screen resolution**. The string formats allow for easy manipulation of the length of each line printed, while the range function in the frame lists allow for manipulation of the height of the display. The challenge for this would be reformatting some of the frame lists.
7. **More and better optimized/modularized functionand matrices(rewrite game again).** Some if-else loops can be further packaged separately into functions. This only requires some rewriting but there is also the risk of breaking the graphic display functions.