**Activity: Develop Your Stories**

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| **Common Questions** | **Project 1:runescape** | **Project 2: snake game** | **Project 3: C++/quadtree** | **Project 4:daycamps** |
| Most Challenging |  |  |  |  |
| What You Learned | Some projects may seem difficult and complicated but a lot of the framework is already build and | How different components come together. Projects are broken into small pieces that fix together  The whole is greater than the sum of its parts |  |  |
| Most Interesting | Seeing automation script interacting and executing my given commands |  |  |  |
| Hardest Bug | In game, During the death animation. where an enemy is not targetable but still exists. Visual debugger feature included in the framework, where shows the attibutues of NPC |  |  |  |
| How to Improve | Supporting more enemies , and locations. Moving towards other skills, | Personalize it. Make it more than just the classic snake game. Ex adding walls, special coins, |  |  |
| Conflicts |  |  |  |  |