

The group learned many things from this project. The game ended up being basically everything it was supposed to be. Overall the group is very happy how Dungeon Dweller came out as well as finishing a working Blackjack. The programming ended up being a lot more than what was initially believed to be. The group learned that using the same variables as each other really helps to not get confused. Trying to make two games seemed to help in the end. The group was unsure if Dungeon Dweller was going to get completed or not, so having Blackjack as a backup game helped settle nerves. The group decided what games were going to be made, showed in a flowchart how it was going to work, got together and discussed how it was going to be achieved, and then went through correcting mistakes until both games were complete. Some recommendations would be adding more levels and to have music playing in the background throughout the game. Along with this, it would be really cool to add changeable skins within the game.