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CIT-340

Final Project Reflection

December 5, 2023

Final Project: “King’s Tale of a Pig Coup” Reflection

For my final project, I created a 2D level-based, action-adventure platform game. The game has three playable levels and a few other scenes regarding instructions, credits, and winning. The functionality of the game is as intended since the beginning, but the depth of detail/features is not as much as I originally wanted. I believe I was rather ambitious with how much I could get done in a month and did not do many things I had mentioned in my plan. However, I believe the game satisfies all requirements of the final project and is in no way a poorly developed project. I put beyond a reasonable amount of time into my game and am satisfied with the result of my effort. Eventually, I may add to it as it would not be difficult to create more levels or add other types of enemies. Although, I do not think I would do anything differently if given the opportunity to repeat the project. In conclusion, I really enjoyed developing my game and am proud of my work.

GitHub Repository Link:

<https://github.com/joshbanzon44/kings-tale-of-a-pig-coup>