What went right?

* Quest system with learning loop
* Meets stakeholders needs
* Hex-based mechanic
* Overall aesthetic
* Consistent theming
* Trade mechanic
* Risk-reward mechanic
* Tutorial system
* Random level generation
* Background music
* Game is ready for student showcase

What went wrong?

* Networking with outside sources
  + Left the contact far too late
* Covering the full curriculum
  + Implemented far too late & did not have meeting with professional in industry
* Bugfixing
  + Lack of final playtest before upload
* Sound effects
  + Audio assets added at the last minute
* Pacing through development cycle
  + Lack of appropriate hard-deadlines set by myself
* Devblogs
  + Issues with my self-esteem when considering when/what to report
* Twitter updates
  + Same issue as with devblogs
* HUD border
  + Left art-asssets too late
* Overestimation of content
  + Inability to reasonably account for time lost
* Itch.io stable web release
  + Don’t understand website format
* Lack of proper playtesting
  + Did not get a stable testable version ready soon enough
* Late implementation of Unity analytics
  + Lack of focus, no excuse