**Dungeon Brawl Postmortem**

Time

* Preproduction: 2 hours (use diagram, form mockup, class diagram, contemplating game logic, fetching image assets).
* Production: 15 hours

What Went Well

* Setting up the classes and how they interact with one another went smoothly. Preproduction thought process helped to bring the project together
* Setting up battle encounters was a breeze in treating hero vs enemy attacks as different actions. Enemies attacks/moves are random, while the user chooses who and how to attack

What could have gone better

* The code for executing an enemy attack or a hero attack is very similar, and in hindsight it would have been beneficial to combine some of that logic into a single function, that both hero or enemy character turns could call.
* The way that GameState is paired with the game Form would make it difficult to alter the Characters on either the hero or enemy side of battles. The code is not scalable (i.e. switching from 3v3 to 4v4 battles). Similarly, it would be difficult to change the game so that there were 3 WARRIORS vs 3 DRAGONS.