Post Mortem

„Save the Planet" is a multi-platform, mobile first, minimalistic 2D Game that only uses one input method for the gameplay. It is built upon the Godot Engine, which presented a challenge, as this was my first time developing a mobile based game on this engine.

What went right:

- Style:
  It was planned to create a game that is minimalistic, yet nice to look at. I was pretty happy with my choice of assets, as they do not look too simple to be boring, yet not too extravagant to hurt the minimalistic style.

- Choosing Godot Engine for Development:
  Even though, I did not have any previous experience with developing games for mobile platforms, Godot's documentation and various forum posts made it pretty easy to follow along and implement the features I wanted the game to have. At no point I felt as there are options missing, that I would need.

- Number of planned features:
  Every core feature got implemented and works on Desktop as well as on Android systems. The high score system was a bit of a problem, because Godot's documentation lacks various explanations regarding saving JSON-files to Android.

What went wrong:

- Additional Features not implemented:
  Unfortunately, I did not have enough time to implement additional features which I would've liked to add. Some missing features are: Sound, Multiple asteroid types, power ups and maybe some more variations in gameplay.

Conclusion:

This game gave me many "firsts". I learned much about mobile game development, as well as using Godot Engine in general. I really enjoyed creating this game and seeing a self-made Application on my phone after finishing my project.

I will definitely work on this App even after handing in my assignment. Furthermore, I am looking forward to creating different types of mobile games using Godot Engine in the future.