**Post Mortem**

My project was a relative success as the game does function with only minor bugs. I believe the biggest success of this project has been the inclusion of extras to increase the enjoyment of the game such as sounds Xbox and ps4(if controller id is changed to 1) controller support .However there are still many problems with it for instances because the clients never send their position to the other clients it sometimes happens where the clients don’t sink up with the other players version of them meaning you can be in to different places .this could be solved by sending over the players current position and if it making the game elastic band them to the correct position .The Collison detection is based off of a grid which the players movements aren’t linked to meaning it is possible to create trails that are two cubes think instead of one. This problem could be fixed by limiting the players movements to within the grid however I would rather scarp how the trail is currently created and instead use a customer vertices calls and check collisions for that instead of checking collisions with grid fixing the original problem. Currently when someone wins the game it takes you to a menu with one option of to quit, however I would like to implement a restart function that resets all variables to default and respawns players at their starting positions. I also started work on an animation class to create a death animation for the player however this failed and as it was towards the end of the project I started work on it I dropped it from the project as to avoid breaking anything before the hand in would have liked to fix this if I had more time as I believe the solution was fairly simple , the problem was when the player died it was displaying the first of the death sprites but not changing them I believe this was due to my texture set rect function which was never changing the sprite being used. If I were to redo this project I would probably make the game more sever side orientated as having the majority of the logic performed by the client can make the games easy to cheat with.