# POSTMORTEM

Creating first game was excitement, because all of IT studying started with games.   
This kind of simple 2D game, with few features, accomplished partial my goals as It was planned more to do, in sense of more levels, more features for enemies, and more features for player.   
A lot was learnt how physics affect and reflect in a game, which also was slowing down the process of development.

Creating/developing game and seeing the side behind the game, in sense of how it is being created, was very excited and motivational in sense of will to do more. All of it

This is considered as a demo, since the developing of a full version with all features that were planned and audio will be implemented and developed.