Post Mortem: Snake Game

Overview: The Snake Game project aimed to recreate the classic snake game using the LÖVE framework. The goal was to provide a fun, challenging experience with simple mechanics.

Successes:

1. **Clear Vision**: A well-defined scope kept the project focused.
2. **Effective Tools**: LÖVE framework facilitated quick development.
3. **Playtesting**: Feedback refined the gameplay.

Challenges:

1. **Collision Logic**: More complex than anticipated.
2. **Limited Features**: Advanced features like power-ups and game modes were not implemented.

Lessons Learned:

1. **Prototyping**: Early prototypes can identify potential challenges.
2. **Time Management**: Better scheduling and prioritization are essential.
3. **Iterative Feedback**: Continuous playtesting improves game quality.

Future Improvements:

1. **Gameplay Features**: Add game modes, power-ups, and obstacles.
2. **Graphics and Sound**: Enhance visual and auditory appeal.

Overall, the Snake Game project provided valuable insights into game development, emphasizing the importance of prototyping, time management, and iterative feedback.