SD2 Assignment Turnin

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| **Assignment #** | **04** |
| **P4 Changelist #** | **121182** |

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| **EXTRAS ATTEMPTED** | |
| **ID** | **HOW TO GRADE** *[How to test and/or File & Line# of code implementation]* |
| *E03.40* | *Block Borders are done with an outline.png and shader..* |
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# Deep Learning Section [optional]

*Please fill out the following questions about the assignment. Treat this as a mini post-mortem. It used to help me improve future assignments as well as this assignment for future cohorts, and will not be used for or against your grade.*

1. **How long did this assignment take you?**

**??**

1. **What were you largest takeaways from this assignment?**

**I spent too much time in my gameplay & then at the end I had to spend time for my Engine code. So my gameplay is incomplete. This assignment was way way overscoped.**

1. **If you had to go back and do this assignment over again, what, if anything, would you do different?**

**I wanted to make my gameplay code and structure very sophisticated. But since I didn’t have good understanding of Tactics like games, after refactoring almost my all the gameplay code(for this assignment), I found out some major downfall about my new structure. And by that time, I was too exhausted to make changes again.**

1. **General feedback? Any questions/comments you have you don’t feel comfortable discussing in class? Ideas for improving the assignment?**

**This assignment was way too much over scoped. Today when I am submitting this assignment, which is still uncomplete but I am just so exhausted with it that I just want to get done with it.**

1. **Some odd quirks about build:**

**As I informed you on Slack about my A04 not having latest version of Shader, which was resulting the game to throw error, this Changelist is the resubmission with updated shader. Because I found out about this problem 2-3 weeks after the submission of A04, today, when I made sure that TACTICS is in compilable state, my engine code has been drastically changed because of A05 & A06. TACTICS’s Release exe builds works, but sometimes it doesn’t show sprite in the game; In this case, if you run the exe again it will work normally. I don’t know why it is happening, I will visit you for this issue. :/**