My reflection

My thoughts:

For my project, I spend most of my time at the end of the due date. I used six hours before the date to present to the class, it is not a good time management, although might be this project is too complicated. I go searching for a lot resource for me to complete my project, I had many version of dungeon to used. But by the limited pixel art and algorithms knowledge, I choose the dungeon as a easy way to present by a array. I went to a Chinese video platform to search some idea about the roguelike game, by a tutorial of unity, I used that as a format and expand my idea based on that. I felt I have too many idea at the beginning of my project, but later, I only want the project to be done.

My improvement:

It would be a good challenge and I improve my coding skill a lot by this experience. I understand how the animation work and how to do it. I know how to utilize resource in internet and how to do the thing at best by what I have.

Next times:

I think I should learn more about algorithms and do more project by self motivation. One problem of mine is that I only do the project if teacher assign the work to me, it is not good for me, thus I should learn more to be prepare, I want to be confident when I doing the work.

Coding part:

The coding part is all what I can do. Maybe I can change something to make the code more better and efficient, but I don’t have time and I don’t think my coding skill can make it. Current code is my best.

Conclusion: I think I should do more and learn more so I won’t lost my confident and felt anxious when I doing the project that Is strange to me.