A lot went right in the project! I was able to customize my level to my liking with ease, and I could import assets like scripts and art and apply them with ease. I only needed help when I made avoidable errors (like not attaching script then being confused as to why it wasn’t working). Nothing really went wrong for me, given my previous experience with summer school. Perhaps for the benefit of those without previous experience, animator controllers could have been covered a little more thoroughly. Other than that, the project was fun, easy, and a good indicator of progress.