My project went really well! I now have a really neat timer script I can use in other applications, and I now have a great base for player character pixel animation.

I managed my time well for this project, keeping on task and finishing tasks in a timely manner. I made a great animation for my player and I made a unique script that works as intended.

I did stumble a bit in the project, making the script for the potion function wasn’t easy and required a lot of thought. Keeping track of the different items was challenging at times, and coming up with level designs isn’t my strong suit.

In the future, creating an organization system for my items and their functions could do me some good. Putting more thought into level planning could also go a long way.

In this project, I’m probably proudest of my script for the potions. It feels clever and impressive, and is by far the largest bit of scripting I’ve done to date. I’m really happy with how it turned out.