On Error 404, I primarily worked on art. All of the art in the game, save for two pieces, was done by me. I also put together the boss fight, inducing the dialogue script for that fight.

I think I handled communication well in this project, and I kept on task better than I thought I would have. It was easy to immerse myself in my work, and to complete what I needed to do in a timely manner.

If I had to improve anything, I think I would have taken more time to polish my work. There were things I missed out of negligence or due to time constraints, and while I’m satisfied by most of the art I put out, I’m not happy with all of it.

As a team, I feel like we could have improved thoroughness. The scope of our game was large and ambitious, and as a result we ended up throwing things together as the deadline approached. Our game, while playable, is full of bugs that we could have fixed if we had been more thorough with our work.

The project, overall, went well; albeit not smoothly. We finished most of what we set out to do, however due to time we missed a fair amount of things. Originally we planned to make all of the houses enterable with NPCs to talk to in each one; however that didn’t happen. The boss fight was supposed to go differently, but since my dialogue scripts stopped working, it couldn’t progress the way I planned.

If out group had more time, the first thing we would do is go through the game and fix all of the bugs. After that, perhaps we could add the ability to enter houses and talk to the NPCs inside.

<https://github.com/diamondfellow/GroupProject>

[parad0xSpace]