**ATOMIC HAMSTERS - NOTES TO FUTURE PROGRAMMERS**

While taking this course, never be afraid to try something and fail. Nicole and I were so worried that if we did something and it did not work, that we would be hopelessly behind and the whole project would fail. As it turns out, that was not the case. We fell behind schedule multiple times

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This brings me to my next point: set up a schedule which fills up the week, but will not force you to work until you drop. Keeping a healthy schedule that is regularly updated is super important and will help keep the workload manageable as the semester progresses. Do not be afraid to realize that things might take more than a day, and be flexible towards your own dates of when things need to be finished. We pushed multiple parts of the project back to the next week multiple times. In the end, finding the balance which keeps things structured, so that you know what to do week by week, but being flexible enough to be able to push things back a week is the key.

Another thing to keep in mind, have fun with what you are creating, and do not be afraid to try a different idea than what you started with. Our original game was going to be a snake game, but while playing around with the animation class we were using, we found the idea of changing the size and speed of the hamster. We stuck with that idea and ended up making a game out of it, only returning to the snake game idea in the last few days of the semester to put it back in as one of the levels. This again shows that while having an original idea is great, be flexible and always try to keep the same end goal as your partner.

Finally, we learned to not give up too easily. Many times we thought we would not be able to implement something, create a concept, or fix a particularly stubborn bug. Sometimes, a small feature can end up taking a large period of time, where a huge, overall concept can take only a day. Even though we did not achieve all our goals, the work and thought that went into those tasks was helpful for other projects, which we did finish.