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IGME 230-04

Project 4

What went right:

- The game flows pretty well
- The pace picks up as a player gets further and further inside of it
- I enjoyed the chance to pepper in a bit of humor in notes for separate things
- I learned a *lot* about JavaScript
- In the end, the game turned out to be pretty solid. I'm happy with how it worked out in the end, despite the weird bugs that still permeate certain sections of the code

What went wrong:

- Time – This project ate about 15-20 hours in total to create. Everything from the design phase to preproduction, mockups, and then eventually building out the backend itself was a struggle because it was a medium I didn't have a huge amount of experience with in the past and because I bit of a big ol' mouthful of work
- Planning – A couple of pieces of how I did the mockups for the site would have been a lot better laid out had I written out exactly what piece was going to do in each place. Hours of programming saved me minutes of work.

Future Improvements:

- Keeping track of and displaying more information (total dinos created, total dinos sold, etc.)
- Clearer visual design (make it feel a little more responsive when hovering or clicking or things like that)

Contributions:

This was a solo project and as such I did everything. Shout-out to Stack Overflow for being an awesome resource.

Assets used:

- Icons: Font Awesome (https://fontawesome.com/)
- Font: Inconsolata (https://fonts.googleapis.com/css?family=Inconsolata/)
- All other assets were designed by myself.