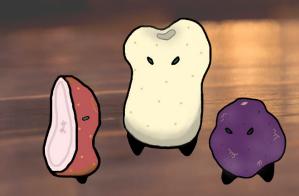# Starchest Dungeon

What Went Well

- Communication
- All the win/loss conditions executed as expected
- Enemies attack the player consistently/as intended (mechanic)
- Enemy + player animations
- Player movement was fast and smooth

What Went Wrong/Could Have Been Better

- Documentation
- Being able to playtest with the different enemy types
- A* pathfinding is still a little wonky
- Creating a limited ammo system earlier
- Focusing on an MVP that displays our game's vision rather than on separate mechanics (game planning)