Postmortem: Mythic Clash
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Making Mythic Clash was a real learning experience, full of frustrating moments but also some awesome breakthroughs. It really all came down to teamwork and trying to get our code to play nice. We're proud of what we ended up with, but getting there was definitely rocky. Honestly, we probably learned more from our mistakes than from the things that went right.

At the start, Tommy and I both made our own versions of the game. After we checked them out, we decided to build off of Tommy's code since it felt like a really solid base. We then pulled in some features from my version that we wanted to keep, like the game log that shows you everything that's happened and a few of the card ideas I had. We figured mixing our ideas would give us a great start, but as soon as we tried to stitch it all together, we realized just how complicated this was going to be.

Building the solitaire game definitely helped with the basic foundations for our game, like dragging and dropping cards. But solitaire was simple. Mythic Clash had to deal with mana, different board slots, and a whole turn system with multiple phases. One feature we are very proud of is being able to build your own deck out of the card database we made. We feel it helps make the game feel more customizable.

The best thing we did, for sure, was fixing the clunky turn system. At first, you had to keep clicking 'Next' over and over, and it just felt slow to play. We decided to scrap it and work together on a new system. We built an automated turn cycle that just runs on its own with little pauses in between so you can see what's happening. Getting that to work was an awesome feeling. It made the game feel real, not just like a class project.

But, of course, right after our biggest win came our biggest facepalm moment. After we fixed the turn system, we created a brand-new bug that crashed the game whenever there was a tie. It was super frustrating to fix one big thing only to completely break another. It turned out to be one tiny, tricky line of code we wrote wrong. It was a good lesson, though: we really need to get better at testing our changes before moving on.

Another big feature we wanted to add was a deck builder. We had to rework how our card data was collected and saved. We also had to build the whole deck building system. We made it so that you can see all your card options and build out your deck with a requirement of 20 cards, and you can only bring on 2 of each type of card. We believed that this mechanic is essential to trading card games so having that mechanic added was really cool and rewarding to see. When building this, we had a lot of issues including figuring out how to save the player's choices and ended up on using a .txt file to save your choices.

So, would we do this again? Totally. The hard part is over. Getting the foundation right was a grind, but now our game loop works and the code is set up pretty well. Now we can get to the fun stuff, like adding new cards, making the AI smarter than just a random number generator, or

even building a proper deck-maker screen. We feel like the game has a lot of potential, and it'd be fun to keep working on it together.