For the solo prototype, I wanted to do something different than any other project I had ever done before. I really wanted to try to work on my game design skills and try to implement my idea using methods I hadn’t used before. Overall, I think I emphasized this skill fairly well. The project came out surprisingly polished, I think. It ended up taking me quite a while to come up with an idea, but once I came up with it, the game really seemed to kind of fall into place.

Overall, I think my dreams fit well with what I’m used to doing and what I feel comfortable doing within a team. I didn’t realize it until last year, but I really enjoy the production side of development, which fits nicely with what I almost always end up doing for a team. I almost always serve as, if not the leader, the one organizing things and making sure things stay on task. That’s one reason why it took me a long time to come up with an idea for this project. I wasn’t sure how I would be able to emphasize that skill for a solo prototype. I ended up doing something different, and just trying to expose myself to something new.

As for what went right with the game, it, somewhat surprisingly, actually seems to have some amount of strategy behind it, mostly due to things I added instinctually. You have to pay attention to your resource consumption, especially at the early stages because it’s really easy to lose track and lose because of negative production. As for what went wrong, the biggest critique I have for my project is that it does definitely have a “solved state.” There is without a doubt, an optimal way to play it, though I haven’t found it yet. However, I do think this could be solved by adding procedural map generation, I just didn’t have time to figure out how to do that. Overall though, I really enjoyed this project and may actually try to polish it a bit further.