My primary goal for this capstone project was to learn more about project planning and management. I mostly achieved this goal by creating a general project plan, setting up a schedule, and managing the project based on that plan. During the project, we changed our plans almost every week because we used many new technologies and it was hard to estimate the time some tasks would take.

One difficulty I faced was creating a project plan and schedule without a clear understanding of the technologies we would be using and how long they would take to implement. Throughout the project, we were constantly experimenting with AI, free assets, and new tools for Unity, and integrating these things into the game.

I tackled this problem by making a general plan that covered everything we wanted in the game. After that, we assigned different parts of the project to team members. For example, all enemies and AI were assigned to one person. He researched technologies that could be used for them and implemented all creatures with AI. We also adjusted our plan weekly based on team members' progress. It gave us flexibility in approaching those ambiguous problems and increased our productivity as a team.

Our project resulted in a fully developed game that works on both PC and Android and was published on Itch.io. This was a great experience for me. It helped me learn how to plan and manage a project with uncertain and changing requirements, and a lot of new technologies. I also gained experience adapting and designing games for two different platforms: PC and Android. Differences in controls and screen sizes affected how users interacted with the game, and adaptations were needed for these devices. Some things that worked perfectly on a PC didn't work on a smartphone. It was very beneficial for me to learn about these differences, receive feedback from playtesters, and make changes to the game based on that feedback.

One thing I would do differently if I had to do this capstone project again is ask team members for rough time estimates for their sprint tasks. In the beginning, we didn’t do this because many tasks seemed too ambiguous to estimate. However, I think it would have been helpful for us to estimate the time for tasks, as tasks often take as long as the time you give them.