Postmortem Document - Zach Ahn

The good

1. **I prototyped the game in JavaScript.** This helped me quickly test a few ideas I had about controls.
2. **I like how the controls work.** I'm not sure if this was the right game for the controls I made, but the controls allow the player to intuitively use the mouse to attack and keyboard to steer while keeping movement and attacking largely separate from each other.
3. **Simple models simplified everything.** I had much more time to think about what I wanted the game to be.

The bad

1. **I prototyped the game in JavaScript.** I spent some time debugging some problems I had, which prevented me from working in C++, which kept me from being able to polish some of the game elements of the final product because I spent the first week or so prototyping and porting it to C++, which took some time.
2. **I had a difficult time coming up with a game idea.** Although the mechanics of the game largely stayed the same, I hadn't much direction in the entire process. I believe this led to a less than satisfactory result.
3. **I didn't get to tweak the game to feel right.** The game was too hard at some points and too easy in others. Although I tried tweaking it to make it fun, relatively easy, but somewhat challenging, I don't believe I was able to get to that point.