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### Final Postmortem for A boy and his watch

I enjoyed looking back to the games that I hadn't touched in a while. When I got around to debugging the system on the first run through of debugs I found the problems and sorted them out fairly quickly since I knew what they were and had been thinking about them. Whenever I was trying to implement some of the suggestions that were given to me in class more bugs arose and I did not know how to fix them, after messing with them for a while I sadly had to end up scrapping them.

I added three more levels to the game, and placed them in an order that made sense. I fixed the collision problems that I was having with the player getting caught on edges. I spent a considerable amount of time trying to add a small light to the player so that it would be easy to visualize him from anywhere, but for some reason that ended up breaking the movement system although it was not connected to any of that code (or so I thought). Things I wish I had gotten to are redesigning the sprites, giving a background to my levels, to make them more believable and have context, adding more enemy types (and some that would also be affected by the time rewind). I would say that this game is much unfinished. Although the mechanics are strong the things that really finish off the game are missing.

If I were to work on this game more I would definitely sort the main things out. And work more on the lighting, so that it looks really polished. Lighting was the biggest issue I had,

so I might try to do another game where lighting is important so that I can really experiment with it and make sure the concept and way it is done in Gamemaker is clear to me. If I were to work on this specific game again though, I would probably rebuild it using my own systems so that I could tweak them more easily instead of spending an equivalent amount of time looking for issues.