1.) **What went well for you during this sprint?**

During this sprint, I was able to implement the worn-out tile rapidly which left me plenty of time to go through and solidify each conditional. Since I prototyped the mechanic rapidly I was able to go through and create functions and comments on the blueprint properly to make my blueprint more concise and legible. This also gave me more time to consider better feedback for players and alterations that would increase the user's experience. With this time I implemented the tiles breaking radius event that would have the player pawn check its neighboring tiles to see if any were worn-out tiles and then if they were it would send a message to the worn-out tile and have it crack. This implementation replaced the tile's previous mechanism of cracking and then falling through when the player stepped on the tile.

2.) **What did not go well and could have been improved?**

One issue I ran into early in the implementation of this mechanic was the validity of my interactable ball. Originally, I wanted the ball to travel until it reached a wall, pit, or any non-enterable tile, then it would stop. I soon recognized that this would limit the level design capabilities because in most instances after the first push, the second push can only result in the ball going to a corner and stopping or the ball going to a worn-out tile. To fix this I decided to implement a more dynamic system that allowed the player to push the ball and have the ball stop on the second tile from any non-enterable tile. After the first push if players want to push the ball closer to the wall they can push it in the same direction and the ball will travel to the space closest to the wall. Although this solved the issue of having the ball cornered in two turns this opened another issue for me, that the player can only push the ball close to the wall if it were their second time pushing it in that direction. To Improve this I will implement a new conditional that asks how many spaces are being moved and if the amount of spaces equals 1 then the ball will just move 1 space, otherwise, the ball should move to the second space closest to the next non-enterable tile.

3.) **What will you commit to improving for the future?**

For my Worn Out Tile mechanic, I plan on improving the ball's functionality and conditionals mentioned above, so that the ball has more dynamic movements based on the number of spaces needed to move. I also plan on implementing the Reveal the Way mechanic into my game, so I will need to make a few minor updates to the Worn Out Tile blueprint to better blend both mechanics. I plan on hiding the Worn Out Tile unless the player uses the Reveal the Way mechanic or the player is within the radius and the tile has cracked. I would also like to improve the feedback quality. To do this I plan on spending some time equalizing the sound effects and adding/blending various other sound effects to make the actions feel more impactful. Lastly, I would like to make my interactable ball's lerp animation a bit more polished. Currently, it feels like it does the job of getting from point A to point B, but could use its play rate and curve tuned more precisely.