I learned how to use Unreal Engines system by adding objects to a scene. Create blueprints and describe what they do. Make a 2d game, and a third person obstacle course. What surprised me most about this class was I could create 2 games and work on them by adding the appropriate actors needed for a standard game. I thought it would be just basic skills not much getting into more complex things.  
I will take what I learned and challenge myself to add onto my final project and create more levels  
for it and make it more challenging as you progress. What was puzzling for me what trying to create actor components for certain objects, but you can't because nodes are limited. This class made me a better designer by making me think what would be fun and how to not create a crappy level or game. The artwork I didn't do much with, but my coding skills improved by learning how to go from typing out code, to nodes and it made work easier as well, I think.

What went right?  
 When I found out about creating the final on something else than 2d side scroller I went right into third person and made an obstacle course. I enjoy playing games in third person and wanted to challenge myself to get the quickest time and advance to the next level. I would say I can add this to my portfolio of creations. Another would be my time limit on creation. I only have basically a week to make a playable game, I knew that I would have to create something simple that can be done and would be enjoyable for people.

What Went Wrong?  
 Throughout the course I had struggles getting setup how I wanted mostly because of a skill barrier of me not knowing how. On things that I couldn't grasp like why my functions wouldn't work, I would spend hours trying to figure out why then when I took a break and came back, I was able to see the errors or came up with ideas to fix it. I still have some trouble with collisions even though I shouldn't, I would create one thing and it wouldn't work, and I try to fix it, but another breaks, it was frustrating but, in the end, I was able to fix them all and got them to work. I was also having my unreal crash at times because I would accidentally create an infinite loop of code. My last one was the elevator. I wanted to create actor components for it to where it would have interp point a to b, and a timeline as well but you can't get the node and interp you can't use correctly  
at least for my knowledge right now maybe there is a way but idk yet.

Most important to take from my final?  
 I have discovered that it can be hard at times, especially with time constraints. You will get frustrated, sad, happy etc. working on it. Balance the workload and create good  
coding practices, comments, organizing projects. My community college professor always says start with a small piece of an elephant and work your way to a full one. I still have  
that problem on getting ahead of myself but have learned though this to start small. I will take the knowledge I have gained to help me improve my work and use it to work with a team as well. There is no easy way to create a game and you must be dedicated if you want to succeed.