

*1. What went right for your team during this project?*

The game came out very well, we learned the importance of feedback and we got a lot done in the 3 weeks that we had.

*2. What went wrong for your team during this project?*

During our first sprint Jo and Stefan had crunch time while working on the paper prototype, which was the producers fault for not managing the first sprint better. Stefan needed to get assets in faster, Ryan needed to be more proactive, Vedant needed to do more in general, Jo didn't work on the actual game and Tyler was stubborn with what he wanted in the game. Breaking down everything in the beginning and throughout the game. We didn't break down all of the tasks enough.

*3. What would you change if you were given the opportunity to continue working on this project.?*

We would have left more time for balancing everything out and tweaking. Better documentation because features were added so late that we didn't have time to document it all.