**GDW Term Report**

**Name of Person Submitting Report:** Damian Lal [100495559]

**Studio:** KB3D

**Studio Members:**

Lead Programmer: Kyle Blumreisinger [100524911]

Lead 2D Artist: Damian Lal [100495559]

Lead 3D Artist or Writer: Donald Smith [100362985]

Producer/Audio Engineer or Tester Benjamin Kupka [100487399]

Lead Designer/Level Designer: David Arppe [100524145]

Contractor n/a

2nd Contractor n/a

**Workshop:** 1395

**Game Name:** Castellum

**Feature Completion Report:**

**BUSI 1700 – Marketing Strategy**

The marketing strategy for the game can be found within the 10-Page Game Design Document.

**INFR 1330 – Puzzle Design:**

Elements of game design can be found in the way our puzzles are designed, providing challenging yet fun and engaging puzzles for the player to solve

**INFR 1310 – Art Design:**

The art in our game featured a 1.5D perspective in the overworld, and a top-down 1.5D perspective within the Castellum. Art assets can be seen individually within the spritesheet resource.

**INFR 1100 – Programming**

Effective use of programming concepts taught in class are seen throughout the code and are analyzed within the INFR1100 report.

**INFR 1020 –**

**Teamwork Wisdom:**

Learned that working in a team environment requires trust between members .

Learned that working in a team environment gets stressful if everyone doesn’t carry their weight.

**Production Wisdom:**

Learned that if you don’t set your own deadlines to stay on track you can lose focus and fall behind.

Learned that if you delegate work correctly that it can be a very effective way to manage tasks.

**Comments:**