- What went right?
  - Through our early issues, we managed to stay focused
  - Had a great work ethic through our difficult middle section of the project
  - Solved through Plastic
  - Got most of what we wanted out of the Milestones
  - Learned to be cohesive as a team
  - Willingness to learn new skills
  - Role switch (while later than recommended) was the right choice for us and really helped us out in the long run
  - We were willing to help each other with all our roles and responsibilities
  - Nick's code was phenomenal and really pulled weight
  - Mark's art was beautiful and had its own unique style
    - First time doing pixel art
  - Reggie's vision for the game was clear and helped with organizing what needed doing
  - Tyler being able to listen to everyone and hear where everyone is at in the project and help through what was needed
  - We got a lot of our main mechanics out early along with our level plans, so we just needed to get them in
  - Talked about the usefulness of the sword in the end as a crowd control weapon, despite our fear of whether it would be useful or not
  - We never missed a milestone deadline
  - Kept a positive attitude all around
- What went wrong?
  - Communication all around (especially in our early stages)
  - The fact we needed Ray to step in showed we were behind (but it's a good thing that it happened)
  - Technical difficulties
    - Plastic
    - Art Asset Bug
    - Animation Bug
    - Unity Version Issue
    - UI bug
  - Too big of scope at times
    - After talking about something, we'd look back after some time and talk about how that's not doable
  - Mark learning the new input system
  - Time management
    - Scheduling meetings early on
  - Not using Trello enough

- ○ Crediting (Beta milestone)
  - ○ Tyler missing a deadline for Concept Document
  - ○ Mark struggled with animation in early stages
  - ○ Reggie struggled with design speed early on
  - ○ Nick wouldn't let go of things (determined to do something a specific way)
- ● What can be improved
  - ○ Communication could be improved
  - ○ We all could've helped with coding more
  - ○ Better pre-planning
    - ■ We had a good idea, but didn't think of specifics until we got there
    - ■ EX: "Let's have a cloud sword" and then we get there and have to figure it out
    - ■ We had an unspoken understanding of mechanics, but not a clear way to describe them to others
  - ○ Time management
  - ○ Trello updating could've been more consistent
  - ○ Background polishing
  - ○ Level design could've been updated
    - ■ Combat is Reggie's least favorite for not being as extensive as it could be
  - ○ Prioritizing the correct tasks
    - ■ Not getting stuck on the smaller things
  - ○ Our communication of our ideas to others
  - ○ We needed to playtest our game more
    - ■ We all have unique ways of playing that discovered more problems with our game
  - ○ More researching to learn skills
  - ○ We all had polishes we'd like to put into the game but lacked time/skills for them
- ● What do you think your Metacritic score (grade) would be? (Why?)
  - ○ 83
  - ○ If we had started where we ended, we'd be a lot closer to 90
  - ○ There's a lot of rough patches for the game since corners needed cutting
    - ■ Art cohesion
    - ■ Gym has an abruptly different pace than the rest of the levels
    - ■ Unused animations
    - ■ There's little to no responsive feedback to the player's actions
  - ○ But the feel and personality of the game we feel carries it to a nice height
  - ○ The game is extensive and has a lot to show for
  - ○ There are a lot of high quality assets to show around the game
  - ○ Open to multiple playstyles of players

- - - Open to many people in terms of its light hearted feel and topics of inspiration
  - There's a closing to the game and everything comes full circle
  - Controller support