“What things should we stop doing?”

* Stop waiting until a few days before the project is due to start our major features (procrastination)
* Waiting on others before starting our own features
* Biting off more than we can chew
* Selecting features that can be obtained in a reasonable amount of time

“What should we start doing?”

* Increase collaboration on the features
* Start working earlier
* Communicating as a group to make sure features are progressing in a timely manner
* Have a clear concept of the game
* Have a common goal/clear guidelines to stick to/better understanding of end goal
* Pushing our creative ability to have more professional features
* Create project schedule with soft deadlines

“What is working well that we should continue to do?”

* Creating the base game
* Communicating the pushes
* Documentation