Worked Well	What did not go well	What we can try differently

Worked Well

Everyone researched P5.js

Good communication through Discord

Use of P5.js editor for game

Everyone's taking time to do tasks

What did not go well

Version control because of p5.js editor

Too much individual work rather than working as a team

Gravity's not fully functional and collisions

P5.js editor limits for version control

What we can try differently

Code the game in the VS IDE

Split the roles to coding, website design and then character design

Add the code to github for Version control