**Multiplatform Project Release Project Review**

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**What went right?**

*[What went according to plan and smoothly during the process of porting this project to different platforms?]*

**What went wrong?**

*[What did not go according to plan during the process of porting this project to different platforms? Where did issues come up and how did you resolve them?]*

Building an Android version of the game for Oculus headsets was much more complex than building for the HP Reverb and other Windows platforms. I had to download additional components to build the game. When building the game, I discovered bugs that could not happen in the development setting, which occurred when playing the game more than once.

**What can be improved for next time?**

*[Having learned from this experience, what can you do better next time you work on a multiplatform release? This can be to do with specific issues to do with controllers or hardware to dealing with issues that came up as a result of planning or a lack thereof]*