

## 2<sup>nd</sup> Mandatory Mentoring – Possible Questions

- What about game design feedback?
- What do you want for the development process breakdown in the final presentation?
- What kind of sound aesthetic would fit the brutalist sci-fi setting?
- What is the minimum amount of animations we could get away with?
- What should you pay attention to for first-person shooter animations?
- How can you create a bow draw animation when you're still unsure about exact values?
- How can we make enemies look like they're part of the building but still contrast well?
- How can we improve our presentation?
- How can we show in our gameplay videos that the focus is not on the underlying shooter?
- Do you have any ideas to make the DevNotes fun to read other than good writing?