

1st Mandatory Mentoring Questions | Lars

General

- Why is mentoring mandatory this semester?
- Are there any more deliverables other than the presentations?
- Do you have some general tips about remote collaboration?
- What do you want to ask us?

Game

- What are some interesting aspects about game development you would like to see included in a game like this?
- Is it interesting for someone who knows about a lot about game development already?
- How do we balance representational aspects and elements specific to this studio?
- What are some core steps in the progression of sound design we could include?

Presentations

- Did the idea come across in the first pitch?
- Were any major aspects missing?
- What about the transitions? Too many? Is it helpful to say the name of the next person?
- Does it matter whether some team members use a script or not?
- What can be improved for the intermediate presentation?
- How much should be said about underlying game in future presentations?
- Do you have any tips to make the audio of 5 different people sound similar?