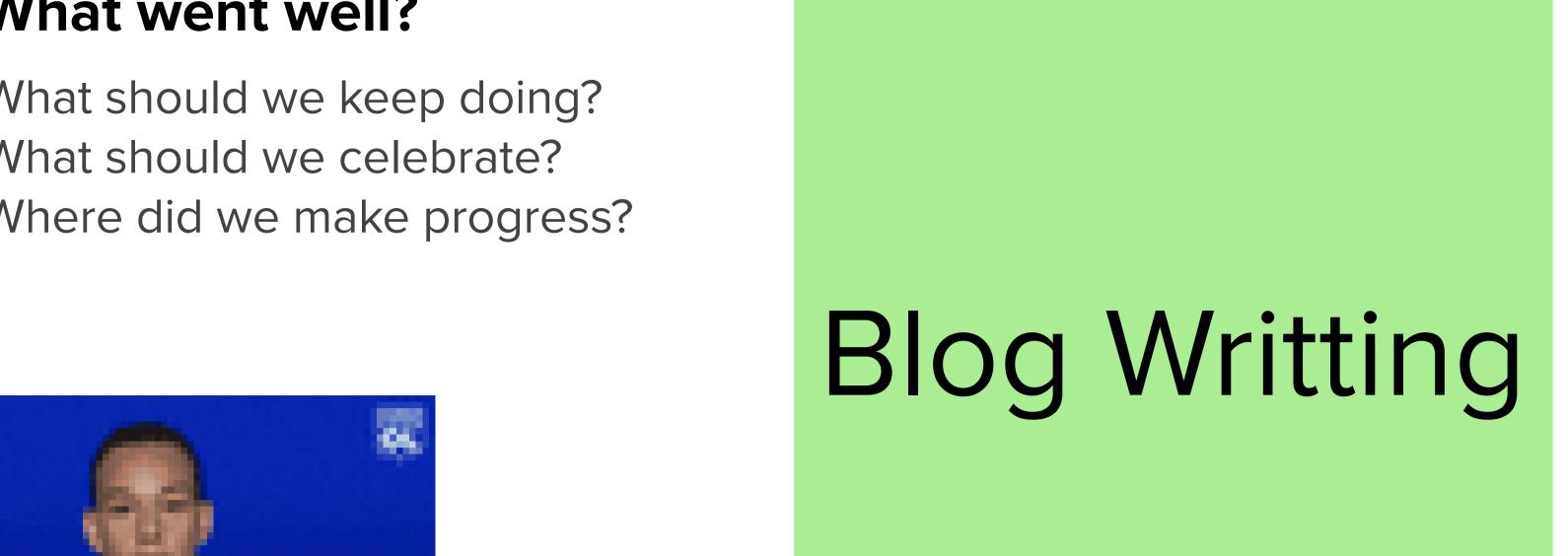
What went well? What should we keep doing? What should we celebrate? Where did we make progress? Getting started in Godot



testing

(eventually)

Game Jam

Project: Highrise

TOPIC



Where did we have problems? What was frustrating to us or others? What held us back?



What went poorly?

No Time where all worked outside of lecture time

tracking in YouTrack

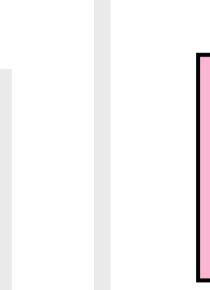


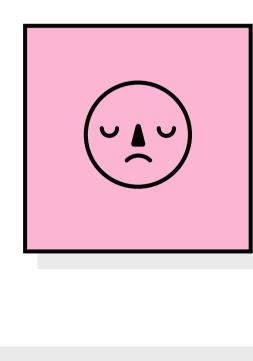


CI/CD mit Game engine

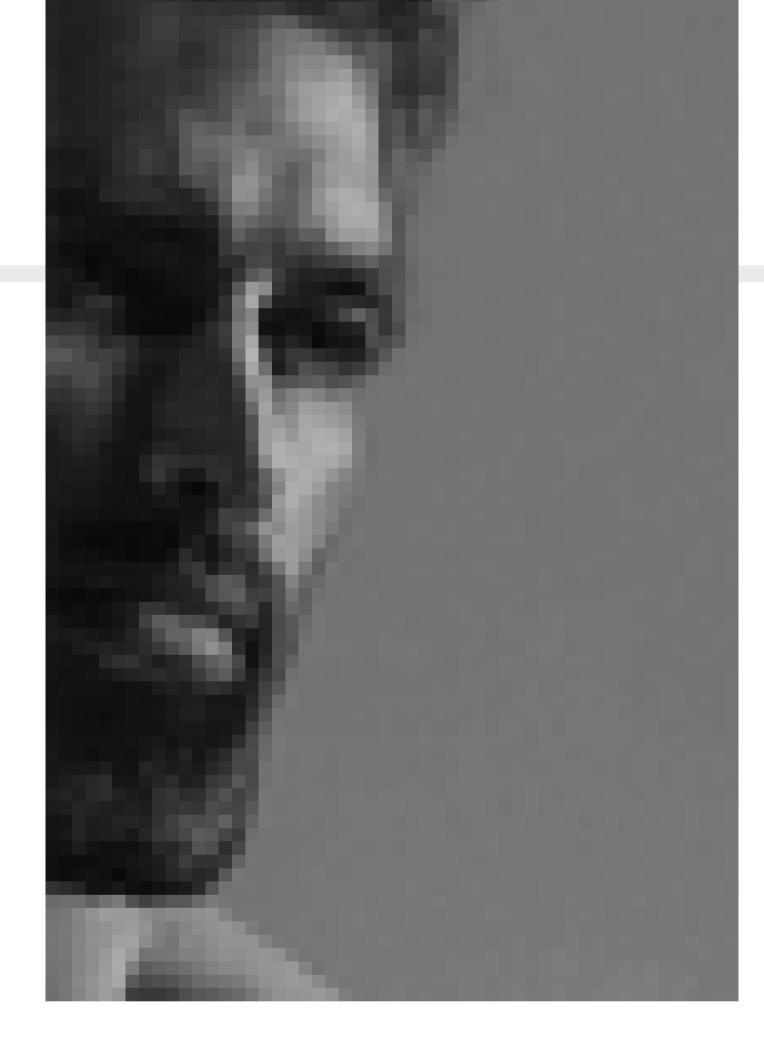




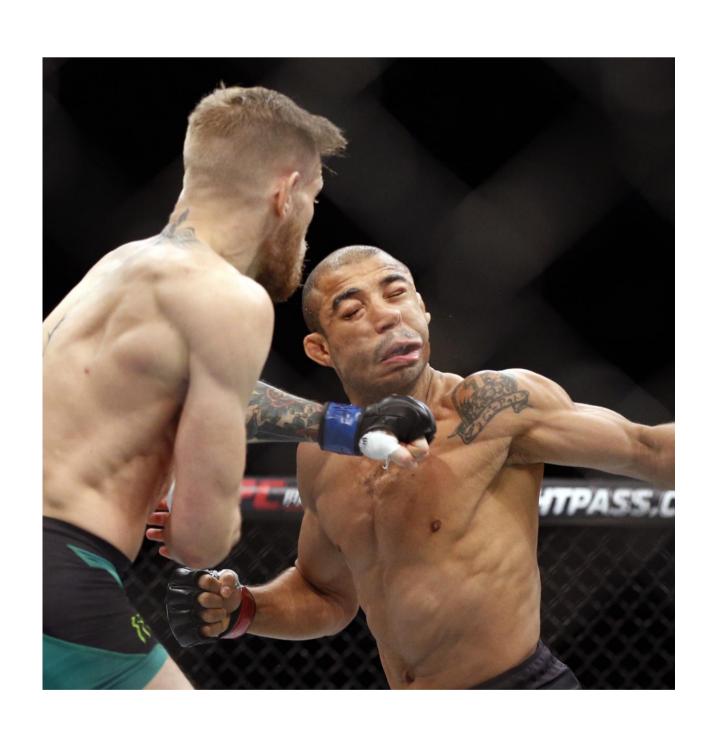




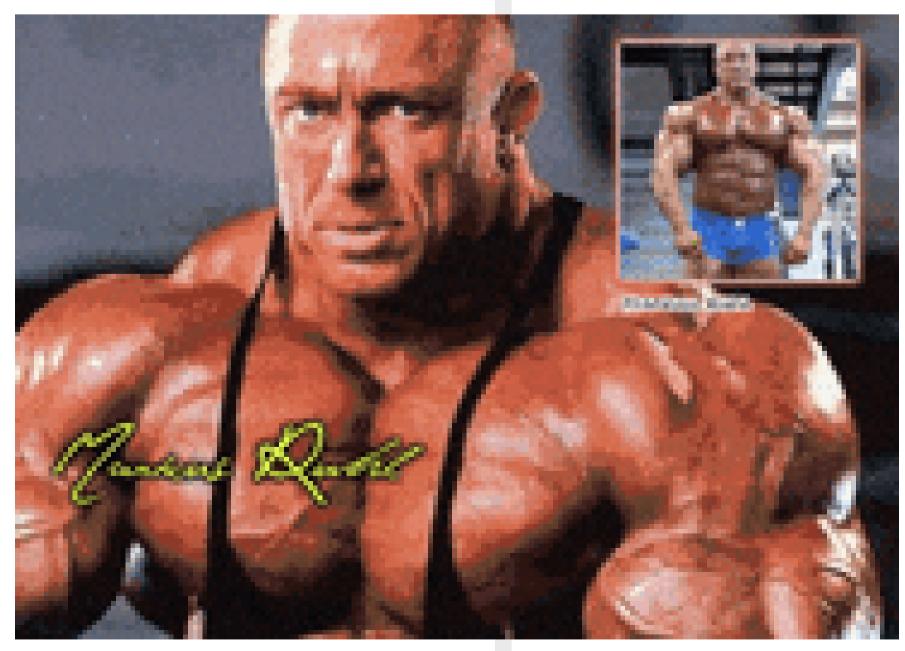




finish project as best as possible

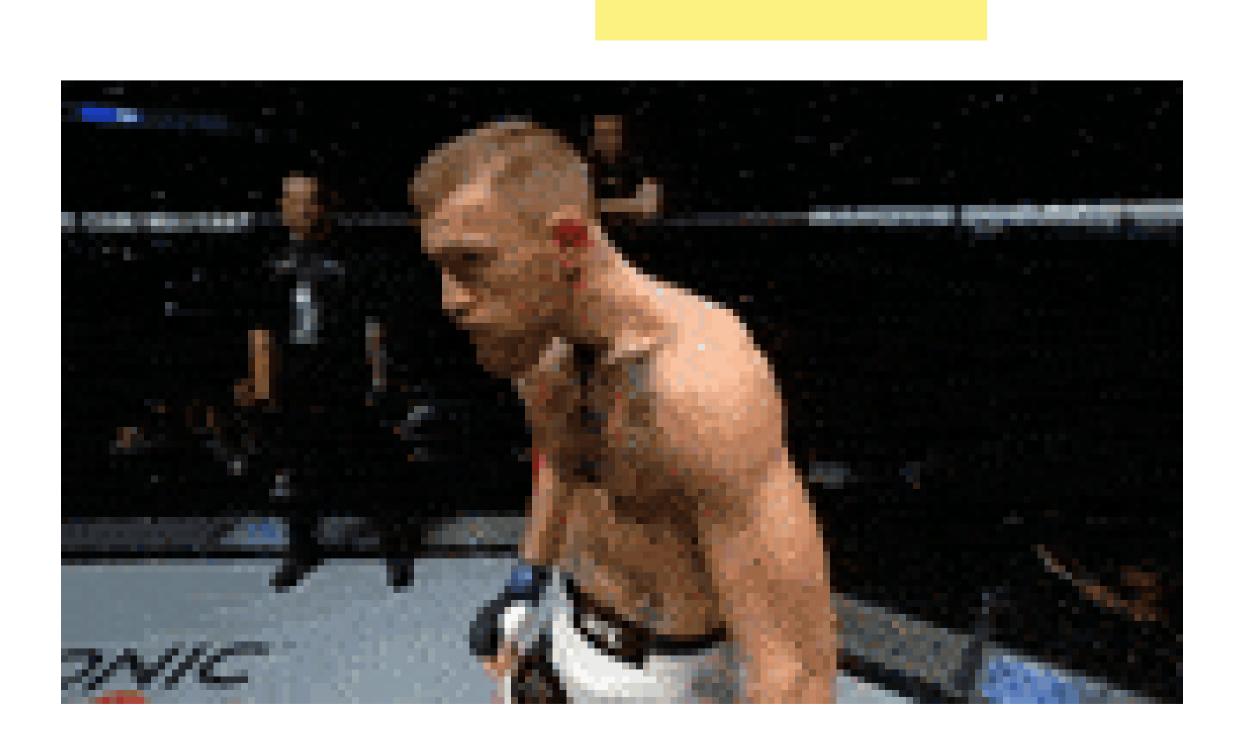


Baby



More strict development shedule

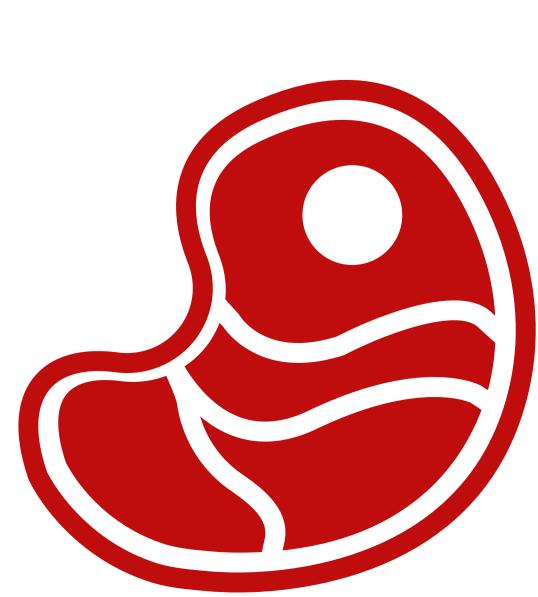




none 💮

What ideas do you have?

What ideas do you have for future work together? Where do you see opportunities to improve? What has untapped potential?





What do you believe we should do next? What specific things should we change? What should extend beyond this meeting?