# Portfolio guide:

## Assessing the overall requirements of the design brief

The design brief was discussed with the team within the first client meeting which is recorded within the meetings and communication folder. Additionally, the prototyping folder contains design ideas for puzzles which suit the brief and the game design document for the game we decided suited the project.

## Prioritisation of tasks identified within the brief

We identified key features which needed to be solved first. Primarily was finding and getting set up with a multiplayer solution as the brief wanted a multiplayer game. This has been evidenced within the presentation, first client meeting notes and the early game builds for testing the network (v0.4 can be played without using a browser)

## .Auditing the project

For this project we used GitHub to manage the project files themselves, the repository link can be found in the management folder. This folder also contains links to the trello boards we used to manage the project. Group meetings minutes can also be found in the communication folder.

## Applying feedback into an iterative design

Feedback from the client can be found within the email communications along with the client meeting document.

## Project unity version is 2019.4.20