

# Project Questions

## Beastly Studios

We asked the group: Paragons of the prism

What was the most challenging part of building your project?

Answer Here

How did using Photon in your project go? Did you run into any challenges?

Answer Here

What did you learn while working on your project that you would not do again in the future?

Answer Here

Did your idea change or pivot much from the original idea and concept of your game?

Answer Here

What makes your idea unique and how does it stand out from other projects and games?

Answer Here

Was the scope of your original idea too big? If so what did you do to reduce the scope of your idea?

How did you divide the work load on your team specifically with your programmers?

