**What went right?**The project was mainly done with 4 and sometimes 5 people. Erik has been ill a week, Wendy was ill a week and Dominik was ill for almost 2 weeks. Regardless, we were able to meet almost all requirements in the 2D scrolling game and all requirements in the KARO game.

We were able to pull through with hard work and strong analysis. Bugs were found and solved quickly and implementation after designing went really quick.

**What went wrong?**

Because of what we thought were good design choices at the beginning, we met a lot of difficulty later on during implementation. This happened both in the KARO and 2D scrolling game. At the end of both projects we were faced by major bugs that were difficult to solve because of those design choices.

Also, for myself I slipped up as a group leader with the communication of our Polish team member. Because he was ill, had a broken laptop or wasn’t at school I forgot to send him emails that we would be meeting at school for the project. It was also fairly difficult to give him stuff to do from home since we were all mainly working on the same classes.

Furthermore having a foreign person in our group made communication more difficult. This made group discussions about the design and implementation problematic.

**What parts of the product did you make or work on during the project?**

*2D Scrolling Game:*

* Game Story
* Plan of Attack
* Planning
* Design & Architecture
* Character, CharacterView & CharacterState
* Surfaces
* Physics
* Gadgets
* Enemies
* Tiles
* Snowlevel implementation
* Level transitions
* Game Over screen, Level Intro’s

*KARO Engine*

* Planning
* Design & Architecture
* Move Generation
* AlphaBeta, Minimax
* Transposition Table

*KARO Gui*

* Design & Architecture
* BoardManager, BoardElement, Piece, Tile
* Human vs AI implementation
* Undo Move
* Simple animations for pieces and tiles
* Winning animation

**What would you do differently next time?**Invest more time in design & architecture to get less problems in later implementation stages. Also because we never implemented a game before, it was difficult to choose a good approach for building and design our application. Because we experienced making a 2D scrolling game and a KARO board game we would make our design & architecture totally different.

At the beginning of the project I would have made clearer agreements with our foreign student about how the communication and cooperation between him and us would be. I also would look more into what he could do from home.