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| Gameplay | |
| Initial Design |  |
| Implementation |  |
| Benefits / Pitfalls |  |
| Worked Well / Didn’t Work Well |  |

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| --- | --- |
| Track Storage | |
| Initial Design |  |
| Implementation |  |
| Benefits / Pitfalls |  |
| Worked Well / Didn’t Work Well |  |

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| Track Generation | |
| Initial Design |  |
| Implementation |  |
| Benefits / Pitfalls |  |
| Worked Well / Didn’t Work Well |  |

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| Minimap/Icon | |
| Initial Design |  |
| Implementation |  |
| Benefits / Pitfalls |  |
| Worked Well / Didn’t Work Well |  |

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| --- | --- |
| Track Testing | |
| Initial Design |  |
| Implementation |  |
| Benefits / Pitfalls |  |
| Worked Well / Didn’t Work Well |  |

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| Player Tracking | |
| Initial Design |  |
| Implementation |  |
| Benefits / Pitfalls |  |
| Worked Well / Didn’t Work Well |  |

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| Ratings | |
| Initial Design |  |
| Implementation |  |
| Benefits / Pitfalls |  |
| Worked Well / Didn’t Work Well |  |

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| Track Evolution | |
| Initial Design |  |
| Implementation |  |
| Benefits / Pitfalls |  |
| Worked Well / Didn’t Work Well |  |

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| Population Control | |
| Initial Design |  |
| Implementation |  |
| Benefits / Pitfalls |  |
| Worked Well / Didn’t Work Well |  |

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| Direct Testing | |
| Initial Design |  |
| Implementation |  |
| Benefits / Pitfalls |  |
| Worked Well / Didn’t Work Well |  |

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| Analytics | |
| Initial Design |  |
| Implementation |  |
| Benefits / Pitfalls |  |
| Worked Well / Didn’t Work Well |  |