What we need to work on today

Design Document

How we show that we prioritised - backlog work order

- justify why we have done it like that, - say things you struggled with

- engaging with history in a new way

Evidence of fast prototyping

include early problems & how you overcame them

what did you experiment with

Github Audit - every single piece of work

Timeline

engaging with the client - emails

What we plan to do next, what we think it will look like and how it will fit the brief?

- sparse communications, limitations to the mansion, client had to leave early, limited amounts of information

demonstrate your final artifact, have you practiced what you are saying, made an engaging powerpoint, produced a persuasive argument for what you have made. Have you demonstrated your iterative skills. Are you honest about the pitfalls of the project and have not tried to skate over issues. Are you clear that you have truly attempted to meet the brief and not been blown off course.

- postmortem

-Create timeline minigame

-Neaten the code

-Game content

-Present the code

-Gameplay