Challenges we faced

**Group Challenges**

- Melanie lack of communication

trying to get in contact and looking for feedback

- Iterating for Idea (coming up with the idea for the specified brief)

- Timeline and over scoping

- Underdevelopment because a playable prototype would have been wanted in the pitch

- Replay ability for recurring visitors

- Keeping up a work schedule

**Personal - Len**

* Iterating the game idea to balance gameplay and add in empathy
* Over scoping at the early stages of coming up with an idea, without a prototype in place

**Personal – Willoughby**

* Unexplained error with creating an animation to move to the 2nd floor ~ Very large amount of time spent making it and it never actually worked
* Due to having only basic personal knowledge on the mansion I couldn't add any facts to the game without Len's assistance