Backlog - Len

* Come up with a concept idea for the brief
* Going into the mansion &taking pictures
* Research game ideas
* Research museums
* Research game mechanics and gameplay  
  - I came up with 3 ideas: a construction game, a pet game and our current game idea which are educational puzzle minigames.
* Creating a design document   
  - I took care of the art style, character and story, demographic, and platform part of the document.
* Make paper prototypes of how the game will look
* Work on the pitch with Willoughby   
  - We made a couple of drafts and then worked together to join what we had and carry out the pitch
* Communicating with our client   
  - Talking over emails (feedback and any enquiries) and seeing her at the pitch and answering questions.
* Work with the feedback given   
  - In our emails, we had answered some questions of additional questions that our client had, such as: What is your art style? What is the timeframe and advice on over scoping?   
  - We didn’t make any big changes due to the feedback as the Client was satisfied with what we were making.   
  - We provided her with mood boards to show our vision of how the game would look and have talked to her about the options we had considered when coming up with our game idea, justifying why we have chosen to make it the way that it is.
* Make paper prototypes of our character (Felix Cobbold)
* Make game assets   
  - Buttons, clothing (for the dress up game, a picture & 3 facts (matching game), 4 paintings (odd one out), Images for steps on making tea (timeline)
* Creating the PowerPoint Presentation
* Make a post-mortem
* Create a list of problems that we faced and how we overcame them