For our meeting on Monday 02/11 2020, we showcased the prototype between all members as well as the rest of the class. We received feedback from both classmates and professors/TAs and we internally discussed various elements of the game with regardst to where we currently are. We realize that in order to move forward, we will need to settle on the concrete design structure of the game. If not, then we cannot distribute tasks accordingly and use the design document to guide creation. After the meeting on the next day, we will have to have settled on new tasks - both design and tech, so that we can work iteratively. That is, updating, testing, adjusting, settling, etc.

Otherwise, we were very happy with our prototype and thought that it showcased our intent rather well. For feedback, we learned among other things that we should be observant about 1) introducing game mechanics appropriately to players as part of continuous tutorial, 2) adjusting colour coding to emphasize accessibility for colour blind people, 3) perhaps consider a new control scheme using analog button to adjust to the ergonomic of the human thumb (a circle is not natural movement when you come to the down-right part).