* What worked, what didn’t. How stuff was changed based on that.
* Offensive to Australia?
* Considered animal abuse?
* How the main character wears a blue jacket which signifies male, whilst never specifying his gender is a social problem.
* Build problems with using c++, so we had to make multiple versions with different frameworks to see which worked.
* Source tree .ignore file problem, how it blocked VS code and needed binaries file
* Animations are comical to appeal to a younger audience.
* We need the same visual studio version to compile and build the code each time.
* Took inspiration from successful games that use the same engine, Spyro Reignited
* Added particle effects to the game to give abit of polish to the game, such as Jellyfish, butterflies, fireflies, falling leaves, Boomerang trail and walking, jumping smoke.
* Added smoke on the characters actions to give more weight to his movement. Idea was inspired by RIME- Simon Trumpler- vfx artist.
* Made the trapped animals act scared to give the player a need to free them. Similair to the Teensies in Rayman series.
* To improve the game add cinematics
* Could also improve on creating our own animations from scratch, did play around with motion capture but made the character feel too human.
* Adopted real world animal behaviour into our games, such as kangaroos attacking when cornered and aren’t exclusively territorial

References

Simon Trümpler – Smoke VFX talk - https://www.youtube.com/watch?v=ExD\_p3hsV80&t=695s