State of Game

# State of Game:

|  |  |  |  |
| --- | --- | --- | --- |
|  | Current | Challenges | Next Steps |
| **Tech** |  |  |  |
| **Art** |  |  |  |
| **Design** |  |  |  |
| **Animation** |  |  |  |
| **VFX** |  |  |  |
| **Audio / Music** |  |  |  |
| **Production** |  |  |  |

# State of Builds:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Current | Challenges | | Next Steps | |
| **Android** |  | |  | |  |
| **PC** |  | |  | |  |
| **Design Playgrounds** |  | |  | |  |

# Team Health:

|  |  |  |  |
| --- | --- | --- | --- |
|  | Morale | Productivity | Communication |
| **Tech** | ***Moderate*** | ***Good*** | ***Needs Improvements*** |
|  |  |  |
| **Art** | **Good** | **Moderate** | **Good** |
|  |  |  |
| **Design** | **Moderate** | **Moderate** | **Good** |
|  |  |  |
| **Audio** | **Good** | **Good** | **Moderate** |
|  |  |  |
| **Production** | **Good** | **Good** | **Excellent** |
|  |  |  |

# State of Gems:

|  |  |  |  |
| --- | --- | --- | --- |
|  | Current | Challenges | Next Steps |
| **Player Abilities** |  |  |  |
| **NPC (AI)** |  |  |  |

# Top 2 - Positives

* **[topic]**: [description]
* **[topic]**: [description]

# Top 2 - Red Flag

* **[topic]**: [description]
* **[topic]**: [description]