Main problems encountered:

User Testing Preparation

We wanted to do user testing this week, but we quickly found that our game had too many issues to be properly tested by the public. Therefore we had to postpone the tests multiple times. In the end, the demo builds still had many issues and may have impacted the reception we received. This also meant that the feedback we received was based on the performance rather than the things we wanted to research.

Adjustments:

We should've prepared better for the events that were planned this week. Next time we should create a stable build early on and use that for all testing purposes. This week we were still undergoing major changes even the morning before one of the major user tests.