What went well:

* “We we’re a well-oiled machine” – Richard
* “Made game that did feel good” – Brand
* “Yes” – Arthur
* “Never got roasted by the judges – except when I talked over everyone” – Parker
* “Team stayed on time and managed to properly meet deadlines for attributed tasks” – Connor

What went poorly:

* “Visual Studio had many issues that took time away from game” – Richard
* “Production” – Brand
* “No.” – Arthur (Former member of team ***Yes***)
* “Class was pass or fail, and thus team lacked actual passion” – Parker
* “Tasks were too broad” – Connor

What will you do differently on future projects:

* “Get a better producer” – Brand
* “Work during the summer” – Richard
* “I would make a better engine” – Arthur
* “Choose a game idea that we are all a lot more passionate about” – Parker
* “Have code reviews during team meetings” – Connor

What might you do the same:

* “Team-Building” – Richard
* “Focus at least 30% of time on polish” – Brand
* “Use GitHub again” – Arthur
* “Frequent Meetings” – Parker
* “Ensuring that all team opinions are heard and considered” – Connor