**Introduction/Summary:** What was your project's goal. Include what you wanted to achieve, generalize how the project went and summarize challenges/successes.

* The goal of the project was to make a fun game that demonstrates each of our strengths individually. The final product was very much not what we thought of at the beginning, however we are happy with the final product. The challenges of determining our game identity and how to take feedback helped us become better workers along with better team members

**(2 things) What Went Right:** Clearly state each point. Include a 3 to 4 sentence paragraph per point describing how this affected the outcome of the project or how it impacted the team. Look for points that are not 'expected' such as "We started every day at 9:00!". Attempt to determine the value (time saved, morale gained, innovation achieved) and use that to determine if the point is valid. Feel free to constructively positively call out fellow team members for their performance.

* The third pivot helped us solidify all aspects of our game, and proof of it. After the pivot, we all could visualize the design, art, and programing workflow. This allowed us to have a solid workflow to which we can prove our pivot by implementing it. Receiving feedback from play testers was also a big motivator to confirm that we were going in the right direction
* The visual identity of the game, specifically the shader, Kiwi’s design, and her animation style. These were all decisions that we made at the beginning of development that we stuck by and iterated in with each milestone/pivot. These aspects were identified as not necessary to change when pivoting, and in turn helped by minimizing what changed from the game with each pivot.

**(2 things) What Went Wrong:** Clearly state each point. Include a 3 to 4 sentence paragraph per point describing how this affected the outcome of the project.

* Game Identity: we left pre-production without a solid foundation of what our game identity was. This led to us being sort of aimless during the first portion of production, leading to us changing aspects of the game on a weekly basis based on feedback. By the time that we understood and solidified what we wanted the game to be, we had more or less a late start to the production of the game.
* Taking feedback too critically: Whenever we received feedback on the game in the early stages of production, we took everyone’s feedback too critically, often changing aspects of the game based on one person’s comment. This caused us to be scattered and not have a good foundation both game design and team morale. Letting what was perceived as negative comments get to close lowered both individual and team morale.

**(2 things) Learnings/Outcome:** Describe what the team learned from the above, what you would change on the next project to remedy the problems and build on the positives.

* Calculating Time and Scope: Spending more time in pre-pro discussing all aspects of the game and planning all the aspects of the game. It can make it easier to identify tasks/features that aren’t working or are taking too long to go on the chopping block if necessary
* Workflow: Being “agile” to execute these pivots was important to the success of the project. With all the changes that we made, if we didn’t hit the ground running with them, we would’ve kept falling behind even more.

**Moving Forward: Things to Consider:** Expand on the "what went wrong" portion so that it does not come across as merely a complaint. Every point should be constructive and have a solution that you have thought through. Consider what another group of students could learn from what you experienced and what knowledge you would like to impart to them. Accept "blame" for decisions that were made or how you could have done something differently.

* Kill your babies: be ready to defend ideas that you believe in, but also be ready to let those ideas go. Especially be ready to kill ideas that everyone wants, but that doesn’t fit with the game identity
* Don’t move out of pre-pro/prototype until everyone has a clear idea/vision of what the game will be.

**Conclusion:** Re-address the project goals in light of your points presented.

* To conclude, we created a game that was fun and enjoyable to play. Through the changes to the game, while smaller than what we initially wanted, we achieved our goal of making a fun and enjoyable game

**Include (collaborators/voice acting/art/mentors) wins or fails - this is very useful for the next GD's/PG's.**

* Assigning an sound collaborator to be the “sound lead” who can dictate tasks was really helpful to keep the SDs on task, instead of having the audio POC do it.