1. **What went right/worked well or better than expected?**

* Major change in art style was a good choice – Players at the showcase commented positively on the change, the levels felt far more cohesive, and the assets were both easier to create and manipulate.
* Having a coder was a godsend – it allowed us to know what ideas we had were possible and what was going to take too long and what would be too tall of an order.
* Redirection early on – Streamlined the work we needed to decide on and how we would approach them
* Loss of Team Member – Happened relatively early on in the semester and morale was instantly markedly improved, streamlined our team and made us more cohesive as a unit, allowed us to crossover into the realms of each other’s roles
* Organising far more from last semester – New trello and changes in team dynamics allowed all of the information to become more readable, allowing team members to know exactly what needed to be done more easily
* It’s good that we experienced these setbacks now and not in the workforce

1. **What went wrong/didn’t really work?**

* Ideas that were strong but not fleshed out enough (also lack of knowledge on different aspects of game design) – Especially at the start of semester where we had run-voer from last semester, and it became obvious how jumbled the project was as a whole and how much work we had yet to do
* Drama within the group – Tempers and frustrations that grew between members and ultimately led to one of our team members leaving, which turned out to be for the better
* Github meltdown – The github was lost or shutdown on multiple occasions, the biggest being a point when the old github completely glitched out after a bunch of assets were removed, an entirely new one had to be remade.
* Loss of old Trello board – when one of our teammates left the old trello board was still under their ownership, so instead of contacting them we decided to remake it entirely, allowing the current, more important tasks to be more readable and readily accessible
* Miscommunication – Bad communication within the group or simple misunderstanding let to incorrect or misguided work being made
* Bugs and issues that we had no previously seen or thought of – Bugs appeared in the showcase that had not previously been an issue, such as slopes not working, walking back through levels and such

1. **What would you do differently next time (or if you had your time over)?**

* Pushing the organization and communication within the group – having both of those as a solid base within the group would have streamlined a lot of the creation process
* Still having the original game’s idea creator on board if possible – To keep a continuous push towards the main goal of the original idea, keeping the direction focused and on point towards the final project aim
* More in-person meet-ups and collaboration – Internal scrums, voice chats and such to better show the working of the team and keeping things both friendly and professional
* Time constraints – after all the drama in the first half of the semester, our time was tight to get the whole game finished, a carry-over from the last semester as well where in-team dramas and miscommunications also led to less work being ready to go at the start of semester