**DELIVERABLES:**  Rami, Lyrence, Hyukin, Haeaeo, Leslie, Guanwu, Mike

**Project Review:**

**Comparisons:**

According to the original Project plan, Beta was to include all major features/ assets and design required for the final version. As of date, we have all the features needed except for minor “would like to have features”. However due to a bad merge, we have more bugs than anticipated but they should not be a problem for the final release.

**Accomplishments:**

* Levels were improved upon
* Tutorial and Credits implemented
* Main level completed
* Difficulty curve fixed
* Audio fixed
* Gameplay time extended
* Animations improved

**Risks:**

* The current merge may increase the chances of the final version having some bugs if not completed on time. Implementation of new features is at this point more delicate.

**Roadblocks**:

* Time is our biggest roadblock at this point as it will be harder to meet up during the upcoming weeks due to exams.

**Project Schedule:**

Beta milestones accomplished (ex. Levels completed, code has been reduced significantly due to optimization, game has all assets and audio, design has been completed, difficulty curve has been improved). Need to eliminate bugs now.

**Status report:**

Level 1: Level one has been lengthened and improved. Minor bugs

Level 2: Level Two has been redesigned at points, needs to be fixed as it broke during merge

Level 3: Level is complete

Level 4: Level is completed

**Resources**:

* No more resources are needed

**Critical Stage Analysis:**

**What are five things that went right during this past development period?**

1. Team work has improved (more meetings, more productive meetings).
2. Resources were gathered more efficiently
3. Peoples code worked more efficiently
4. Work pipeline was consistent
5. Less set backs (except for the beta break at the end)

**What are five things that went wrong during this past development period?**

1. Game broke during merge
2. Code took too long to clean
3. Levels had to be retouched more than once
4. New bugs have been introduced
5. Too much time backtracking and thinking of new solutions for bugs

**What are five things that can be improved for future development periods?**

1. MERGING
2. Optimizing game
3. Bugs all need to be removed
4. Leslies level must be fixed
5. Re-merging features we left out