# S.W.O.T Analyse

Project Anxiety

**Strenghts**

Celina: 2D Art, Character Design, 2D Animation, Storytelling, Project Management

Laureen: 2D Art, Character Design, Storytelling, Dokumentation, World Building

Lukas: 2D Art, Character Design, Storytelling, World Building, Backgrounds

Tim: 3D World Design & Modeling, Level Design, Shader, Post Processing, Lighting

**Weaknesses**

Celina: Programming, 3D Modelling and Rigging, 3D Animation, Dokumentation

Laureen: Programming, 3D Modelling and Rigging, 3D Animation, UI Design

Lukas: Programming, 3D Modelling and Rigging, 3D Animation

Tim: Programming, Technical feature implementation

**Opportunities**

Celina: Programming, 3D Modelling and Rigging, Getting better in Project Management

Laureen: Programming, Getting even better in Storytelling and World Building

Lukas: Programming, 3D Modelling and Rigging, 3D Backgrounds

Tim: Memorable 3D worlds, unique look, interesting visual effects, more Game performance & optimization

**Threats**

* Not finishing the game in time due to not having much programming knowledge
* 3D Models do not properly work and will create problems while playing/making the game
* Not delivering on set deadlines
* No Sound designer
* Setting the Scope too high
* Not enough programmers -> No complex game features