Any additional comments on how the team operated: specific problems, or successes?

the team is overall ok but it could have been clearer with communication specifically. Another area for improvement would be the artiste having their work much later, making no time to implement them into the game. Coding issues with others make it hard to use assets and have to go back to fix the coding problems.

How did you come up with the design of this game?

Came up with the idea first from having our group's interest in 2d platformers. We then discuss some concept of our world and I thought of a dystopian future where only robots lived. For the horror aspect, we thought the enemy you fight is the robots like you.

What are some of the challenges you encountered while making this game? Did you overcome them? If so, how? (If not, why?)

Big challenge of this game was creating new ideas and having to scrap them out later but not updating them in the GDD or other places like the game treatment. In making the game the main issue was with programming cause everyone did not know to code.

What did you learn while making this game?

When being a producer you need to manage each member of the group well and that you need to be on top of making updates and reports to the team.

Any additional comments on the project or the process?

With the knowledge of creating the game, I would want to regroup everyone with the core game the make sure everyone is on the same page. As well as the core game creating the core game mechanism and USP so that they are ready to be used in the game.