Solo Minutes 1.

Team 19

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Members: Mircea Lazar

Previous week Portmortem:

What went well:

1. I managed to adapt the existing assets to a new game.
2. I found mechanics and features that balance and change the gameplay
3. I created a parallax background for the game.
4. I found a new theme for the game.
5. Created a Player 2 character. 75% Complete at this moment.
6. Collected between a 5 and a dozen images for reference and to create moodboards.

What went badly:

1. The Project progress feels slow.
2. The project lacks a prototype.

What can improve current week:

1. Complete the Player 2 character.
2. Adapt the Player 1 Character to the new theme (remove shield, add javelin and bow)
3. Create a small presentation for the game changes and ask for feedback from Dave.

Tasks for the Current week:

Completed: Created Moodboards, Created Parallax Background. Picked a theme and mechanics. Created a Player 2 character. Spent 4 Hours.

In Progress: Make a list of possible additional mechanics, Create assets in the style of player 2, Make a list of changes from previous project. Spent 1 hour, expected 1 additional hour to complete.

As a solo project I do the jam work alone in the lab, usually at the same time as one of the other groups, to have somebody around that would give me an educated opinion on my work.