Solo Minutes 2.

Team 19

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Members: Mircea Lazar

Previous week Portmortem:

What went well:

1. Designed the main combat mechanic of the game
2. Deisgned the balancing of the game.
3. Adapted the game to a new theme.

What went badly:

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

What can improve current week:

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.