Solo Minutes 3.

Team 19

03.04.2018

Members: Mircea Lazar

Previous week Portmortem:

What went well:

1. Completed the Player 2 character.
2. Adapted the Player 1 Character to the new theme (remove shield, add javelin and bow)

What went badly:

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

What can improve current week:

1. Create a prototype to test the mechanics

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.