Solo Minutes 4.

Team 19

10.04.2018

Members: Mircea Lazar

Previous week Portmortem:

What went well:

1. Finished a prototype to test the mechanics

What went badly:

1. The prototype only works to playtest the features, can’t be called a “game”.

What can improve current week:

1. Finalize the prototype to include the 3 attack options.

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.