Solo Minutes 6.

Team 19

24.04.2018

Members: Mircea Lazar

Previous week Portmortem:

What went well:

1. Created sounds for the menu and actions
2. Worked on saturation and visual hierarchy
3. Worked on the game code

What went wrong:

1. The build is playable but unstable.
2. Had to abandon half of the assets due to time constrains

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.