Advice to future students

- Timing: The biggest thing we could suggest (especially if you don't have prior game development experience) is to limit the scope of your game. You won't have a ton of time to create your game, and it's very easy to plan out tons of features which you will not have time to implement. Overestimate how much time everything is going to take you and make sure you have a plan of what you can do to scale your game down. Another way of doing this is while you discuss what things you want to be able to do in your game, try to think about what code will be necessary for you to accomplish this. Thinking about concepts at a pseudocode level will help you more accurately gauge how much time it will actually take to implement.

- Scaling and prioritizing: It's very important to have an idea of scalability in your game given the time constraints. Make sure you know which features can be dropped or what things can be changed to make your game easier (and quicker) to make if you're running out of time. Along with this, make sure that you first work on the core aspects of the game which will be present in the most scaled back version of the game first. Save the extra features for last.

- Planning: It's helpful to have a good plan of what you are trying to accomplish from start to finish (or at least to something that could be considered a game). Your plan will allow you to figure out which aspects of the code are going to depend on others. You can also make sure that the scaled down version of the plan will not be completely useless if you do end up having more time to implement the less scaled down versions.

- Team management: Make sure each and every team member knows what they are supposed to be working on and make sure everyone is held responsible for the work they do.