Upon release, the game was working pretty fine. There are more tools and enemies implemented in the game then we at first thought was possible in the given amount of time. The game has a really consistent look, because everything is kept in low-poly style.

A few things that went really well were the creation of weapons, enemies and bosses and animating them. Everyone was motivated kept their promises and finished their issues in time (mostly).

After gaining knowledge of how Unity works and producing the game. The time and effort required to finish issues can be estimated more accurately. Also Unity can be used in a better organised way. Next time there can also be made more use of tags, because using public variables in combination with the inspector breaks sometimes when exporting as a unitypackage.