Points allocation

21 – Marcus

20 – Martin

21 – George

19 – Alex

19 – Will

Group bullets

What went wrong?

* Scope too abstract
* Game was too focused on narrative, not Game jam
* Misallocated time
* Didn’t focus on core concepts
* Miscommunication

Changes for next time

* Needed a fun concept/core mechanic
* Needed an arcade style game
* Communication
  + Gitequette/replying

What worked?

* Task allocation/workload
* Style
* Theme