On the project, I took on all of the scripting and putting together the game in Unity. I also had a hand in picking names for purchasable companies, and most of the project’s organization.

On the project I’m very proud of the game’s functionality. Most everything works the way I intended it to work. Something I could improve would be working more with my team; I ended up biting off more than I could reasonably chew, and instead of outsourcing work to my teammates I burnt myself out. I plan to spend most of the weekend sleeping.

Our team worked well on getting things done in a timely manner. We could have improved evenly distributing the work, but aside from that we worked together just fine.

We completed everything we originally planned, and set in place elements that would allow for updates should we ever pick up the project again. There were a few things we would have liked to add but didn’t end up in the game, such as anti-trust violation lawsuits, however they weren’t key features and they weren’t in the original plan, so I’ll count this as a complete success.

If I had more time, the only thing I would do would be add a more detailed sky. Stone and Dom’s art on the project was great, but I’m missing that textured sky.

We’re on tablet #4, our game is called Captains of the Industry.

<https://github.com/parad0xSpace/MobileGP>

I’m parad0xSpace