I am the TL2+ for Nitrogen interactive and i was resposible for the Boss-Level in Return of the Exiled : where is my sandwich?

In my opinion there was clear ownership for each teammate what part of the game to design , for coupling between team roles I think we did a good job, since we were 7 people it was quite difficul to split and there were some dependencie problems here and there, but for the most part each of use could work independent, one thing which was the cause for a bit of confussion was how to handle damage to players and enemies.

for cohesion we did a deasant job, but there where some miner issues where people did not know where their part ends , one example was with player abilities where for a while TL2 did the damage even though TL4 with the items needs to applie the damage.

for the break down of the team the only mistake we did was give Erik TL3 the Skill tree even though he never played a game like that , but besides that each TL was a good choice for thire position.

If i get the project again the only thing to change is define more accuratly where ones part starts and ends.

For the course it self i would change the start of the course I would let TL1 Git presentation go first and give TL2's just a bit more time for the Platformer and in general a more clear comunicaton from the CEO when the deadlines are.