You are mid-way through the semester, and the project is already well in its implementation stages. Review your team's project proposal:

1. Describe, compare, and contrast the actual project design solutions against those described in the initial project proposal. Are there disparities between the two? Describe and explain them in detail.
    a. There are some features we did not list in the project proposal that are critical to our game's operation. One example is the dialogue box feature. This feature took a lot of time to develop but was not listed as a system feature. Additionally, a lot of the features we listed in the project proposal have not been implemented yet. Besides these concerns, the solutions listed in the initial project proposal match the implementation in the project.
2. Reflect on why you believe these disparities were introduced and how they could have been avoided.
    a. These disparities were introduced because we did not understand all of the features we would need for our game and how long they would take to implement. These disparities could have been avoided by taking more time to plan out the requirements of our game.