	Call Outs!	Things That Went Well	Things That Went Poorly	Things That We Learnt
	Mention specific people who did something awesome, was super great to work with, or impressed you at some point during this project!	For specific things that you liked about this project, processes that were effective, or things you hope will continue in future projects you work on.	For talking about things that didn't go great or that you would do differently if you could do this project all over again. Any entries that call out specific people will be deleted.	What you will be taking away from this project can be good or bad.
	Mitchell Young and Madison Gorman	Puzzle polish got in	Communication with designers, designers + meeting attendance	How to address communication problems
	Artists in general, but more specifically Julie and everyone else who worked on cutscenes	Our GitHub repository/pull request process. Being able to provide feedback to other discipline teams.	Gold build was not as organized as the other milestones, more people were scrambling trying to figure out what to do	Started to learn about what goes into designing for a puzzle game with this project. What its like to work with team of 30+ people. Importance of succinct and organized code.
	Alec Pizziferro, Zayden Joyner, Ryan Salmon, and Trinity Hutson	Narrative puzzles and the amount of polishe we did	Could have had more interesting variance with puzzle mechanics. Speed of the game being inconsistent between puzzles due to mechanics in those puzzles slowing the game down. Own lack of experience within my discipline(s) affecting how much I could contribute to the team/project.	The importance of having a low scope, colaborative writing, and puzzle design
	Ryan Swanson, Rachel Rudy,	While not perfect, we managed to get movement into a great spot. This really boosts our game's playability, which is important.	Jira could have used some reorganizing and there were some times when I could have done more	I got to work on across many functional teams and display my versatility, which not only makes me happy, but will also appeal to employers. Couldn't ask for a better portfolio piece or development cycle to talk about.
	All of the leads, plus Josh Eddy, Madison Gorman, Zayden Joyner, and Rider Hagen. Oh, and Jasper Schiliro, Sean Crawford, and other composers.	NO GIT BREAK	I still wish we could've expanded on our mechanics. Many designers worked under that impression semester one, but we didn't account for our programming taskforce decreasing in size.	How to handle 30 people all working on the same project.
	Rachel, Trinity, Josie, Travis, Leo, Amanda	The game ended up being suprisingly long. Every mechanic got fully fleshed out in interesting ways.	Didn't get GitHub teams.	A tweening library gets you extremely far in the polish phase of games.
		The story was very consistent with different playtesters. Everyone who I saw play the game enjoyed the story and was taken in by it. No one skipped them outside of repeat players	The cutscenes specifically felt like they only got in by the skin of their teeth. We could have paced their creation out better	
		We managed to greatly improve the feel/speed of the movement.	Certain systems (namely enemies and movement) grew to be very convoluted and difficult to work with by the end.	
	Travis	The sounds of the game turned out amazing	There was a bunch of code that was left in from old systems or setup of mechanics that had to be removed during bugfixing on a branch unrelated to it. I just wish we had more time as a team to take out useless like spring cleaning or something (not literally in spring break)	optimally using polish time and staying true to the priority list

	Alec, Nick Grinstead, Trinity, Taylor Sims, Rider, Josh Eddy, David Galmines. All of our artists (special shootout to Julie and Zayden). Our movement system rebooted too.	Github never breaking has been an amazing experience. I've been super impressed with the streamlining code was usually put through by the leads. I'm proud that we've been able to make something so beautiful and seamless. The rate of QA polishing was very important which surprised me, and I'm so happy that David got us on it early.	Honestly I'm a little sad that documentation went the way of the dodo second semester. I also wish our time taking was more on point (though I get keeping track of when you started something tends to slip the mind). Sometimes I wish the code was understood a bit more (mainly that I had the know how to understand it) but also because sometimes someone would implement something that was a different version of something that existed. Then they would have to go back get rid of the overlapping work and use the stuff that's there.	Having a good scope leaves you time to make your game as perfect as possible. Talking to teammates is important even if it's just to make sure you're not stepping on each other's toes. UI can make or break a game experience even if it isn't talked about that much. I don't like FMOD but having clean audio is worth learning the upsetting feature of Unity. You don't have overcomplicate things to get something to function the way you want it to (certain code implentations). Also learned how to be useful to my functional teams even when I didn't think my skillset was relevant to it. Tweening is awesome and I can't wait to use it in more things. QA is extremely important and something you want to get on as soon as possible so you don't steadily pile up work for it later.

