HUD

What went good:

- Art on time
- Implementation on time
- Great involvement

What went bad:

- HUD team also worked on other team's tasks

Improvement:

- HUD team needs to focus on HUD

AI Team

What went good

- There was more involvement from inside and outside the team.
- Rapid response from members.

What went bad

- AI is not perfect.
- Features were tested too late.

Improvements

- AI team needs more people.
- For the next release, a designer should focus only on the balancing of the AI.

Player

What went good

- We knew what to cut in order to finish tasks.

What went bad

- Few feedback of the cockpit
- Tasks were assigned to more than one person. (no need of it)
- Knowing priority of tasks. (related with other teams too).

Level Setting

What went good:

- Improvement.

What went bad:

- As the last time,we made the release too late.

- Everything was working in the scenes of each person, but not when merged.