**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.