What went well?

1. We worked quickly to make things testable
   a. Had 2 running games in 5 days!
2. We discussed issues frequently so they could be resolved
3. We had a workflow figured out, i.e how well we can work with each other.
4. Gave us hint of what motions might be monotonous
5. Learned a little about technical limitations

What went wrong?

1. We didn’t follow the design
   a. This could have been easier with flow charts and pictures
2. We didn’t pay attention to the details that add “fun”
   a. Instead we just kept crunching out ‘stuff’
3. We didn’t find the “best” way to do things, we only found the fastest
   a. Need to work on a more unified programming approach
   b. Need to streamline the art pipeline
4. We made a lot of mediocre things, when instead we should have made very few excellent things (this applies to art and programming)
5. Need to define what is a prototype and what we expect to gain from it?

How can we improve for the next rounds?

1. First day design, no development
2. During “design day” programmers should figure out the best way to recognize the gestures that will be used for that round of prototypes (and start a “programmer’s document” to keep track)
3. Use as few gestures as possible, and as few assets as possible (no clutter!)
4. Don’t use “running” as a mechanic with the Kinect
5. Use pointman instead of rainbowman