



KORÉ POSTMORTEM

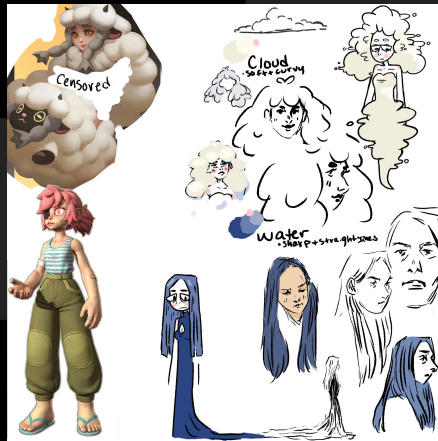
PENTASCOPE PRODUCTIONS

Jasper Gau
Nathan “ZeWei” Malota
Naomi Masterson
Claire Rodriguez
Savannah Shuff

WHAT WENT RIGHT

Art pipeline

Music was good, though a bit repetitive at times when it restarted every new level



HURDLES

Online things;

Perforce server setup (did not work)

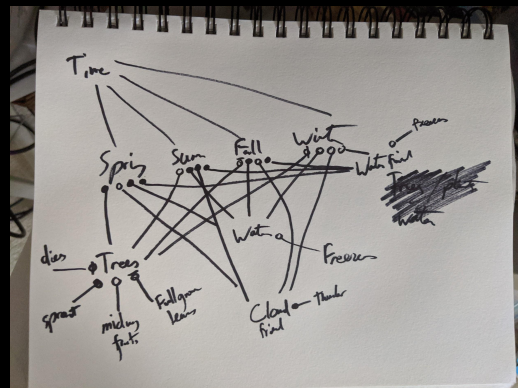
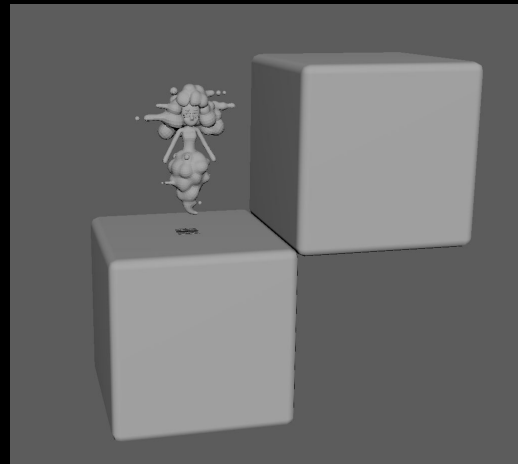
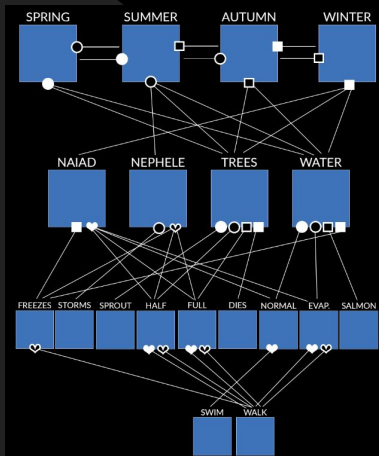
General connection for uploads/downloads

Inability to work in the same room

Scoping, rescoping, and more rescoping

Animation is hard

Scaling and grid snapping issues



WHERE TO IMPROVE

Beta Level 5 (cut for scope)

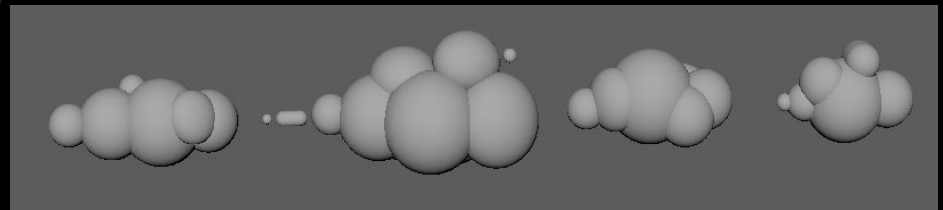
Further integration of season mechanic
Many ideas were cut for scope purposes
More levels to play with these ideas

Better organization of the project file

Animation that exists

More consistent scaling and grid snapping

Integrate additional art assets!





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