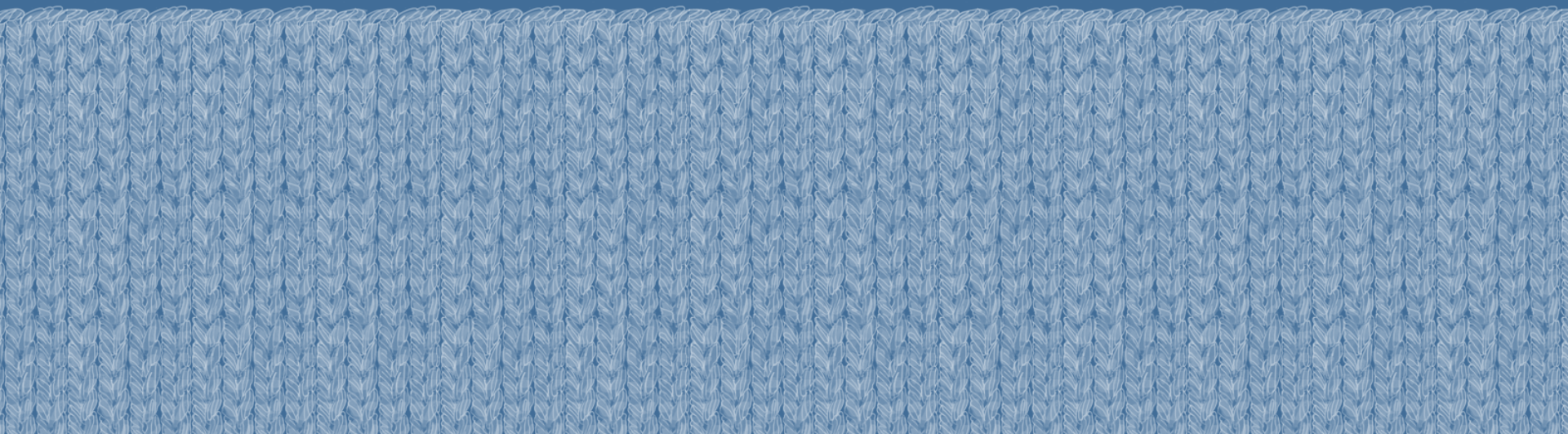


fibers

catbread



State of project

- 4 levels
- main mechanic (knitting/unraveling)
- assets mostly in

Goals

- User Feedback
 - instructions
 - animations (ex: pulling, knitting ball animation)
 - sound effects (ex: knitting sound)
- Story
 - art side
 - gameplay side

Current Challenges

- Time constraints
 - polish & testing, esp for aesthetics
 - big features
 - reaction time (to tests and bugs)
 - solution
 - dedicated ppl for tasks (testing, code, aesthetics)
 - hard deadlines (if not hit, not in game)
 - features that cause bugs get cut