

My name is Jackson Breyer, and I was in charge of management for our project.

We didn't have defined management for the first two months because we all had ideas that we wanted to work towards. It was a successful strategy up until our programmer Tre ran out of things to do.

After that we decided to be a lot more organized and intentional with how we worked on the game. I took on the role because I was already working on the videos and I think I have been decently successful with that.

Having 5 friends on a team is not easy to manage. It's very hard to hold people you're close to accountable when they're slacking off or when they haven't finished something by a deadline.