(a)
(b)
(c)
(d)
Kierros 1 – 1. Yritys (24h)
(e)
GAME
PRODUCTS
+ + + GOOD
POINTS
SET A BOUCLET FOR EACH PHASE OF THE GAME
– – TO BE
IMPROVED
MAKE THE (PRODUCTS) (TOOLS) (DATA) VERY EXPLICITS
IMPROVE TIME SCHEDULING (BREAKS) LIMITING THE AMOUNT OF PEOPLE