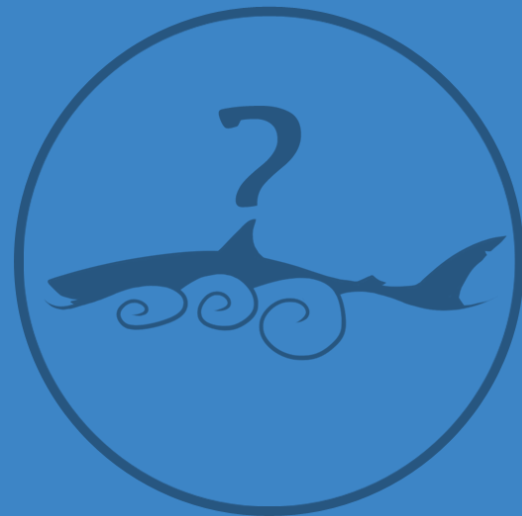# Burger Blaster: Postmortem

Mystery Shark

What Went Right

Time Management

Team Work

Created an easy-to-use modular input system, for easy level design
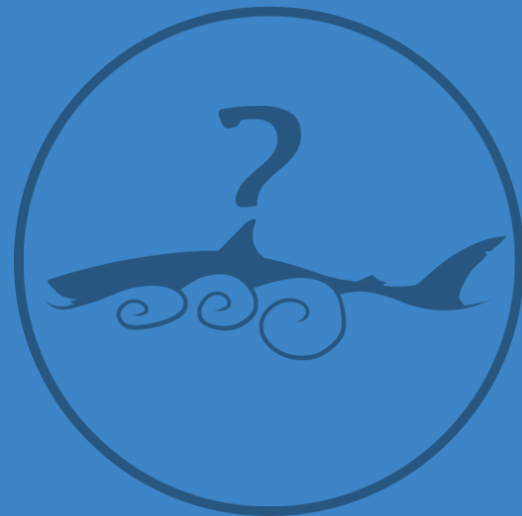
The "mobile feel"

What Went Wrong

Unable to find and fix the burger failing bug

Not all members had the most updated version of the project at all times

Not all members had a game controller

If Continued

Add more levels

Fix weird burger failing bug

Finish implementing power ups (Bad luck and Health Inspection)

Find a solution to allow multiple people to work on the project at the same time

Include more of an incentive to use the projectiles

Fix the first ingredient list printing to screen problem