

Rafe Choy

Alejandro's game is amazing even though it has its flaw but in general is an amazing and interesting experience. Its flaw includes delay time but the goods are uncountable.

Response:

Thank you, Rafe, for your heartfelt response. The errors that come with lag and the general delay between the two clients is inevitable due to the circumstances of which I have coded the game. In the second semester, the error should disappear after multithreading is implemented.

Gilda Garreton

Other than the apparent lag that appears when playing the game, it follows the project guidelines exactly. The addition of a more clear ending screen would be a nice touch, but not necessary for the gameplay.

I have added a ending screen to the game. The issues with lag could be fixed if I had more time to work on the project, but until then the delay will have to be accepted.