

C4

Hello Kitty RPG

User Manual Review

Team C - COMP 3663 X1
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1.0 Introduction

While we are pleased with your work in creating a comprehensive user manual for the Hello Kitty RPG, we have a few comments and concerns to bring to your attention about the user manual.

2.0 Comments and Concerns

2.1 Hardware Requirements

- 1GB is too much required memory for Acadia advantage laptops

2.2 Software Requirements

- Does this game work on older versions of JRE? Since JRE 8 is from 2014, and possibly not standard on all school computers

3 Installation

- Please have the game as an .exe document if possible, instead of an executable .jar

4.1 Starting the Game

- Exceptionally redundant section

4.3.2.2 Bag

- Players should be able to carry multiple items.

4.4.2.1 Attack

- We are confused by the battle system, please be more descriptive.

4.6 Defeating the Final Boss

- Please don't reveal the twist ending in the user manual.

7 Rating

- Please provide an ESRB rating we don't understand this foreign system.

9 Glossary

- Spacing is awkward and confusing.

3.0 Conclusion

We want to thank you again for your hard work on this whole project, including the User Manual. We hope that our concerns will be amended in reasonable time, and that they will be consistent with the final implementation of the game.