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CIDS 484 – Capstone
Spring 2022
Peer Review #2
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FTOC - Peer Review #2

Quality of work – 3
It looks like code and it looks like it works and it looks like you have plenty of it and it looks like it is all organized. So I would say you get full marks here. Also, code looks clean.

Project Progress – 2
Code looks solid and is working. I would say a more thorough demonstration would be needed. Perhaps having the main character interact with the environment more would be ideal, but I did appreciate the small physics demo you did. Also, it may be worthwhile to demonstrate your coding savviness further by walking us through your code a little bit more. Perhaps demonstrate how you create sprites and how it is you coded your level design / art.

Video – 1
From the video I get that you're creating a video game of some kind. But for what purpose and what ultimate end is not clear. A statement like "we're trying to mimic the UWRF campus so incoming freshmen get a virtual orientation before actually get here" or "we're just doing this project for practice because in the future we hope to do 2-D games so we're focusing on certain skill and interaction to hone our skills." A simple statement like that and I would understand the ultimate goal of the project. Your readme file explains there will be different worlds and different difficulties, but I don't know what that specifically means. Also, something is going on with the video quality. Audio is fine, but the video will freeze for 15 seconds or so and then suddenly catch up. So, I was able to hear your demonstrate the menu but I wasn't able to see the demonstration. Normally I would blame my browser but the last video I watched came in just fine.