Jacob Biedrzycki
CIDS 484
Spring 2022
Peer Review

Peer Review for GoblinSlayer

Quality of Work: 3
Though I did not see a readme file I have a solid understanding of what you intend to create. Which is a hack-n-slash overhead view game. Looks also like you're well organized with the code having design sheets for the characters and maps.

Intellectual Merit: 2
Obviously it's not an original concept, but there's a lot of room to get creative and I believe you have the foundation for that. You get a 2 for now, but with a couple enemy sprites and a 3 will be justified. Also, a hidden room or a trapdoor would perhaps be easy to do and would earn intellectual merit points. You mentioned a weapons store that would increase character stats and if that's all you were able to do in the semester then I think you would get full points here.

Video: 3
Your video is straightforward with your explanation of what you're aiming for. Some of the specifics are missing, like how big the game will be / # of levels, but the concept is clear. Also, the movement demo helps give a clear picture of your goal and what to expect for a final project.