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CIDS 484 – Capstone  
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Peer Review #2  
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## Goblin Slayer - Peer Review #2

### **Quality of work – 2**

It looks like code and it looks like it works. Could have walked us through it more and explained different aspects like where level design code is vs sprite code. You got the bad guys chasing the main character; perhaps explain how you got that working and functioning. It's clearly working so don't be afraid to show it off. And the little I did see it looks clean and organized.

### **Project Progress – 3**

The enemies chasing the main character was a solid demonstration of your progress. Also, I liked seeing the weapon pick up and the spamming of the attack function; it very much looks like a video game. I wouldn't worry too much about the enemies stacking on top of each other; same thing occurs in the original Zelda and it does not diminish the gameplay.

### **Video – 3**

The video gives me a solid understanding that you're making a 2D dungeon crawler style game and I get that the main functions will be weapons and slashing. Not sure if you're intending to make a couple rooms or a couple levels. I'd go with the less ambitious and demanding couple rooms route and just make sure that's a clear stated goal.