

Player: Noel Villapando

Maker: Jeffrey McDonald

Game:

Pac-man-clone/<https://drive.google.com/file/d/1O93VwtO-TRZeyL6KycQO5kgowx87I7Tf/view?usp=sharing>

Notes:

- Collision issues
- Pacman's speed seems very slow
- teleport
- fixing spawn.
- Different behaviors

Player: Ethan Melero

Maker: <https://airpiazza.itch.io/pong hockey>

Game: Pac-Man clone

Notes:

- The speed of the player is slow
- Needs juice
- Tracking for the ghosts

Player: Allison Chen

Maker: <https://jtkao.itch.io/godotgame>

Game: Pac-Man clone

Notes:

- Needs details
- Fix the rotation of pacman
- Scoring
- Speed of pac-man

Player: Alec Gotts

Maker:

Game:

Notes:

- Fix the physics
- Add scoring s
- and juice
- Fix the pathing

Player: Jeffrey Mcdonald

Maker: Alec Gotts adgotts@cpp.edu

Game: Pong

Notes:

Add boost

Or possible change speed ratio

Add more difficulties

Score should be more prominent

Additional balls variant

Paddles should be bigger 1.5x

More juice

Gravity paddle hold/release

Base game is good