

- Josh Arnold
  - Mitchell Johnson
  - Summary of the program (what does it do - specifically, what does it do differently than the baseline project requirements?)
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- Feedback on the running program:
    - was it obvious how you were supposed to work with it? Explain.
  - Yep navigation was easy and everything explained well
    - was it obvious how to exit the program? Explain.
  - Not really much to be said, you can close it like any other website
    - did you ever feel lost or out of control at any point? Explain.
  - Nope it all looked great
    - was it attractive, pleasing to look it? Share examples.
  - It looked really good, the UI looked amazing, very user friendly I like it.
    - did it ever crash while you were using it? If so, share steps to reproduce the crash.
  - It crashed when I tried making any of the 3 games so I was unable to play them unfortunately. Code looked great though.
    - did you notice any flaws? If so, share where & how you found them.
  - Just the crashes when making the games
    - were you able to make it crash or perform in an unintended way? If so, share steps to reproduce the issue.
  - Creating the game
  - Feedback on the code:
    - Did the variable names make sense?
  - Yes
    - Did the class and/or method names make sense?
  - Yes
    - Was the vertical whitespace consistent?
  - Yes
    - Was the indentation consistent?
  - Yes
    - Were any of the methods unreasonably long?
  - No
    - Could you read the code and easily follow along, understanding what it was supposed to do or did you get lost and confused?
  - Yes
    - What changes would you suggest to method names?
  - No changes
    - What changes would you suggest to variable names?
  - No changes

- What changes would you suggest to method signatures (e.g. changing the return type or parameters)?
- No changes