

Dominic Umbrasas

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Generative Design

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Midterm Check-In 4

Feedback Summary:

1 Ethan: UI would be nice, going in the right direction, ability to input list would be nice. More variability.

2 Charles: More tuning control rather than a flat multiplier for modifiers, more variability in items.

3 Jonathan: Order by item types, more modifiers, like the base idea.

I was surprised that the ability to input lists blindsided me. Since the program is C++ code sometimes the playtesters modified what they thought was a parameter but was not.

Changes:

Ability to input list, more modifiers, more items and item types, a third parameter.

Input list or custom items - high priority, more parameters - high priority, more items or item types - low priority.

The ability for custom items/item lists is from feedback 1.