

Seed Inputted (Leave Blank if Used Randomly Generated Seed): Tracer has the best personality				
Did the Prototype Generate a Map? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	<input type="checkbox"/>
Did the Generated Map have any isolated Rooms? (Tick One)	Yes	<input type="checkbox"/>	No	<input checked="" type="checkbox"/>
If any rooms were isolated, describe the isolated rooms – the size of the rooms, position etc.				
Any other anomalies present within the Generated Map?				
 No				
Was the UI Menu easy to use? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	<input type="checkbox"/>
Any Improvements to the UI Menu?				
 Add 'Enter' functionality				
Any other comments? (Performance, Design etc.)				
 Free form view mode.				

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If any rooms were isolated, describe the isolated rooms – the size of the rooms, position etc.				
Any other anomalies present within the Generated Map?				
no				
Was the UI Menu easy to use? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	
Any Improvements to the UI Menu?				
no				
Any other comments? (Performance, Design etc.)				
The maps look very similar				

Seed Inputted (Leave Blank if Used Randomly Generated Seed): <i>First off, fuck your bitch and file claim for Westside when we ride, come equipped with gun.</i>				
Did the Prototype Generate a Map? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	<input type="checkbox"/>
Did the Generated Map have any isolated Rooms? (Tick One)	Yes	<input type="checkbox"/>	No	<input checked="" type="checkbox"/>
If any rooms were isolated, describe the isolated rooms – the size of the rooms, position etc. 				
Any other anomalies present within the Generated Map? 				
Was the UI Menu easy to use? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	<input type="checkbox"/>
Any Improvements to the UI Menu? <i>a small island spawned in the middle of the room, the walls were fragmented</i>				
Any other comments? (Performance, Design etc.) <i>Program crashes if you try and use the entire text of the bible (both old and new testament) as a seed.</i>				

Seed Inputted (Leave Blank if Used Randomly Generated Seed): Aaron Jackson				
Did the Prototype Generate a Map? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	
Did the Generated Map have any isolated Rooms? (Tick One)	Yes		No	<input checked="" type="checkbox"/>
If any rooms were isolated, describe the isolated rooms – the size of the rooms, position etc.				
Any other anomalies present within the Generated Map? Yes, you can see through the walls of any independent walls.				
Was the UI Menu easy to use? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	
Any Improvements to the UI Menu? When you click the seed then wherever you click on the screen it will generate the map, rendering the other buttons useless				
Any other comments? (Performance, Design etc.) The map design is cool but more connected rooms could make it look even more interesting.				

Seed Inputted (Leave Blank if Used Randomly Generated Seed):

1 2 3 4 5 6 7 8 9 0

Did the Prototype Generate a Map? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	
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Did the Generated Map have any isolated Rooms? (Tick One)	Yes		No	<input checked="" type="checkbox"/>
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If any rooms were isolated, describe the isolated rooms – the size of the rooms, position etc.

Any other anomalies present within the Generated Map?

It was very linear, not that it's a bad thing, it may even be intended

Was the UI Menu easy to use? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	
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Any Improvements to the UI Menu?

If you are going to generate a random seed you should show what that seed is once picked. So that they may replay a specific level if it was good. ~~Also~~

Any other comments? (Performance, Design etc.)

Runs well, ~~is~~ not too much going on right now but an actual title screen with

'START' would be nice.

'SETTINGS' More flexibility for the user is always good.

'EXIT'

If you make it so its a button rather than a tickbox, you can make text just show in the text box. Upon pressing it again another random seed would appear.

The close button ^{is in} ~~is~~ a very non-typical place. Maybe should include pressing 'Escape' to exit out as well.

The GENERATE MAP button was not totally clear that is what a button at first. Its good that you included enter as a way to start also.

If the seed is left blank you should force a random seed.

Olumide Osikomaiya

- Think binding of Isaac.

Seed Inputted (Leave Blank if Used Randomly Generated Seed): <u>A New World</u>				
<u>A New World</u>				
Did the Prototype Generate a Map? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	<input type="checkbox"/>
Did the Generated Map have any isolated Rooms? (Tick One)	Yes	<input type="checkbox"/>	No	<input checked="" type="checkbox"/>
If any rooms were isolated, describe the isolated rooms – the size of the rooms, position etc.				
<u> </u>				
Any other anomalies present within the Generated Map?				
<p>The sides of your map are transparent. → Happens ↳ personally I don't like that. <small>in the middle as well</small></p>				
Was the UI Menu easy to use? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	<input type="checkbox"/>
Any Improvements to the UI Menu?				
<u>Fix the anomaly</u> <u> </u>				
Any other comments? (Performance, Design etc.)				
<p>I like the 3D Spin ↳ maybe add click and move option for view variety.</p>				

Seed Inputted (Leave Blank if Used Randomly Generated Seed): Here is your seed				
Did the Prototype Generate a Map? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	
Did the Generated Map have any isolated Rooms? (Tick One)	Yes		No	<input checked="" type="checkbox"/>
If any rooms were isolated, describe the isolated rooms – the size of the rooms, position etc.				
Any other anomalies present within the Generated Map?				
No				
Was the UI Menu easy to use? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	
Any Improvements to the UI Menu?				
The enter key should generate the map if a seed has been entered / 'Generate random seed' has been checked				
Any other comments? (Performance, Design etc.)				
Add solid wall to edges of square map. Perhaps add free-rotate feature where clicking and dragging rotates map. Pretty good project.				

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If any rooms were isolated, describe the isolated rooms – the size of the rooms, position etc.				
Any other anomalies present within the Generated Map?				
No				
Was the UI Menu easy to use? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	
Any Improvements to the UI Menu?				
<i>Make the background colour more relateable to game</i>				
Any other comments? (Performance, Design etc.)				
<i>Speeding up the random time for a new random seed to be generated</i>				

Seed Inputted (Leave Blank if Used Randomly Generated Seed): NathanIsGod				
Did the Prototype Generate a Map? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	
Did the Generated Map have any isolated Rooms? (Tick One)	Yes		No	<input checked="" type="checkbox"/>
If any rooms were isolated, describe the isolated rooms – the size of the rooms, position etc. NO				
Any other anomalies present within the Generated Map? Once I entered a seed, and then generated a random seed, the map remained the same.				
Was the UI Menu easy to use? (Tick One)	Yes	<input checked="" type="checkbox"/>	No	
Any Improvements to the UI Menu? → When the map is generated, the exit button should ask if you're sure.				
Any other comments? (Performance, Design etc.) When you enter a seed, the map generator works, but continues to save that seed. Unless you click in the seed box, to overwrite it, the map will remain the same.				