

Evenson Dorneval

### Iteration 1 Feedback

For my first iteration I received a lot of good feedback from my group members. They suggested that I turn the walls into an object and then create an array for them and then have each of them running smoothly down so that there is a continuous stream of them. Also, for the character avatar they suggested that I could use Photoshop to animate the character save that and then import it into the game. One other thing they suggested was that I first write the methods that will check to see if the answers to the math questions are correct and then actually implement them at a later time.

My goals for iteration 2 include, turning the avatar and the walls into objects, so that I can create an array for the walls and be able to create a large amount of them. I would also like to include a start screen of some kind too. I would also like to have begun writing the methods for some of the math problems and being able to maybe print a couple to the screen and actually have the user be able to input some answers and to see if they got it correct.

One of the changes I have made from my initial proposal is how to actually animate the player avatar. I may actually decide to do it in Photoshop or perhaps maybe Pivot. I also am thinking about adding a background as well as sound effects and music. I also may change it to where if the user gets the question correct then they press a key and that causes the player to jump from one wall to the next wall. Maybe I could even include something to where if the user answers a question fast enough they get a bonus that allows them to jump up several walls.