Peer Review Report
John M. Quick

Peer Review Information
Provide the required information about the peer review session.

Your Name	Tan Ek Hern
Peer Name	Dennys Tay
Work Reviewed	Topeka's Store (TDP Pt III)

Critique
Provide a minimum 100-word critique of the work you reviewed. Your feedback should be constructive, useful for improving the work, and written in complete sentences.

Feedback
Found it confusing at first using the keyboard as the button prompts in the UI were for controller inputs. Found the shop menu wrapping unnecessary and confusing as it would cause the player to not know where limits of the shop inventory is. The switch between items and gear menu is very jarring as several visual elements shift positions when changing between those two.
Some minor bugs in the project. In the gear menu, scrolling to the bottom most item would cause the selector to wrap to the second item instead of the first. Selling one instance of a gear also causes all instances of that gear to be sold. The arrow at the bottom of the tab also does not disappear when reaching the bottom of the selection.
Information layout is good. All information including character compatibility for gear is well conveyed and clear. Custom art assets and dialogue add a great deal of character to the shop.

Suggested Revisions
Suggest at least 1 revision for how the work can be improved. Your revision(s) should be specific and feasible to implement.

Revision	Description
1	Adjust layout of gear menu so that it feels less jarring when switching between items and gear.
2	Remove the shop menu wrapping when scrolling up and down the items menu.
3	It would be nice to have debug features like a button to add or remove currency for testing

4 Fix the bugs in the menu and inventory.

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