



Peer Feedback Review

Group 2

Aurum

Miguel Keim, 102305

- The character's running animation was very smooth
- Choosing the option of free movement as opposed to a laning system like Subway Surfer was a good decision, since it makes reaction timing all the more important
- Beyond that, however, it still lacks something truly unique to separate itself from the rest of the options available on the market

João Lopes, 90732

- The obstacles could be generated randomly and for a longer distance

Tiago Fonseca, 102138

- The animation is responsive to the commands.
- I would suggest animations for when the player turns the avatar to the right or to the left.

Castiria

Miguel Keim, 102305

- The menu was fine, however the hovering of the boxes should be more clear, and it should have the option to use the keyboard as well. It also lacked settings for audio of the game
- The camera movement, jumping and crouching all seemed pretty fluid and well implemented
- There was some visible flickering of the shadows in the day/night cycle shown for a brief moment in a specific house, and some shadows during the night which shouldn't be happening, but otherwise it was really well done and realistic

João Lopes, 90732

- The menu with the keys and their actions was a good idea, there could be a way to assign a desired key to an action presented on the menu
- Crouching walking speed could be different (slower) than when standing up
- The quit option in the menu could present a dialog to confirm the action

Tiago Fonseca, 102138

- In the "Movements" prototype, the gravity works really well, however, the shadows are a little bit pixelized.
- In the "Dialogs" prototype, the boxes are a little bit stretched, which makes it difficult to read.
- The "Speed run" feature is quite clever and handy.

- In the “Day/night” prototype the shadows are quite realistic but when the sun sets down the shadows do a strange effect of turning upside down and there’s a strange flickering in the shadow of a door.
- In the “Menu” prototype, when in pause, I would place 2 buttons, one to quit the game and another to get back to the menu.