

Team FooBar()

Bonus Attributes

Version 2.0

Stability

In comparison to version 1.0, version 2.0 is much more stable. We feel that the stability of this game is satisfactory. It has been very difficult the find and replicate bugs, and cause the game to crash.

GUI and UX

The enhanced UX design of this game increases the ease-of-use and makes the user feel like they are truly in a dungeon. The 8-bit music and sound effects assist and complement the look and feel of the game. Helpful outputs and prompts were added to make sure the user does not get stuck in the maze and also to assist them with actions. Like stated in the requirements, the game is purely text-based, maintaining consistency throughout the experience.

Well-organized Submission

Much time and effort has been put in to ensure clarity and cleanliness in the designing and laying out of all project documents. Consistency has been the ultimate goal. This can be seen by utilizing the same colors and the same fonts for all documents, including the GanttProject. In addition to our submission and project files being well-organized and designed, our GitHub repository is also very well organized. Finding exactly what you are looking for should be very easy across all instances of this project.