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TCSS 491

Prototype Evaluation

**Gold 1🡪**

Animations: The animations look pretty smooth.

Controls: I really like the ideas with using both keyboard and mouse. Back to age of FC, we had to input commands through the controller. What I feel the best is using the mouse to control the shooting direction makes the game more flexible.

Interactions: The physics and collisions are implemented amazing; we can also see the reflection animation after the Mega-man got hit by an enemy.

Balance: It is more challenging.

Extras: The controls.

Fun: I would yes, I have played Mega-man a lot on my FC.

Completeness: It is not completed, but I cannot wait to play the final edition.

**Gold 2🡪**

Animations: The animations look great especially for the eyeballs.

Controls: The controls are pretty smooth.

Interactions: Once the druid got hit by enemy, we’ll see that the druid will be flashed one second.

Balance: It is more challenging.

Extras: There are not too much.

Fun: To be honestly, I am not sure what kinds of game is it.

Completeness: It is not completed.