Tester’s Name: Taylor Garcia

Date: 10/11/2014

Time: 11:00 PM

**Feedback**

* Have separate project for API and user test classes.
* Player class should be added in man, consistent with NPC class.
* Hint that QuestObject should be inside NPC.
* Missing Rewardable class documentation.
* RewardableInt, RewardableDouble, and RewardableBool naming is confusing. Could reference what a reward returns for rewards or an object that is given rewards.
* Name or purpose of QuestObject unclear, consider adding a short explanation of the API in a text document.
* Not clear that rewarders are inside QuestObject. (Add to readme)
* IntReward’s documentation contains a misspelling.
* QuestRewarder has ambiguous wording.
* StartUp() words is unclear if it is for setup or for when the game is running.
* Have a basic API explanation for QuestObject.
* Include information about QuestRewarders.

**Feature Request**

* Allow for follower / following quests.
* Allow for named quest steps.

**Moderator Observations**

* Looked around at int reward first, helped her find QuestReward class.