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1. Feedback and decisions

The main two pieces of feedback that we received were that our classmates would prefer to play a shorter game that is more difficult, and that a good way to implement the boss would be to implement some sort of health tracker. In light of this, we plan on spending more energy going forwards making sure that we focus on quality rather than quantity (making sure that all aspects of the game are challenging and playable instead of adding levels for the sake of more levels). We also hope to implement some sort of health tracker in the boss level.

2. Review process reflection

We had solved our most pressing problem (run time lag caused by the way we were implementing graphics) immediately before our architectural review, so there was not a lot of specific feedback that we were seeking from this session. Since we did not ask for much specific advice, we received very little. If we were to need input in the future, we should definitely choose our questions more carefully to get the types of responses we want, but for this stage in our current project, it was not necessary.