David Hebert Formal Feedback (Sprint 3)

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Review of login\_menu.gd

1. Can you tell what the program is doing with this code? The program is checking if a user has an account, and if not then it has them create an account and login. The code also checks if a username and password exist already and returns a success or failure message.
2. Should there be more commenting about specific parts or is a general overview acceptable? The general overview is acceptable but maybe a small comment about this part “get\_tree().change\_scene\_to\_file("res://main.tscn")” of the code could be helpful.

Review of Tilemap

1. Does the map seem familiar enough to you to be useful for getting around? It does seem familiar, because I think im able to make out what some of the buildings are.
2. What buildings are you specifically able to recognize? Im able to recognize the building with a lighter colour, seems to be the FedEx buildings.
3. What would you add to the physical design of the buildings to make them more recognizable? I would add a sign, or something that stands out about the buildings. For example, the pharaoh statue by the art building.
4. How does the scale of the different buildings feel? I like how different buildings are different scale, it makes it more realistic as well as makes it easier for users to identify the different buildings.
5. Are the simple graphics beneficial or harmful? I would say a bit of both, perhaps adding a little bit more detail to the buildings and surroundings would make them more recognizable (could be something you’re already doing).
6. Any other feedback you may have: I think it looks good and im excited to see how it’ll look once its completed!