Everett Leo

1. Due to time constraints, I had to remove the randomization between rounds, other than that, it is pretty spot on what i wanted it to be
2. Media Rquirements: sound effects
   Images: see for yourself
   text: used nice fonts
   Canvas Drawing: most things are done drawing with the canvas 2d context
   Interaction: controls clearly indicated on the game screen
   Usability: three screens, difficulty is created by the players who are playing
   Game Design: I met my plan pretty well, the bomb moves on a rotating platform
   OOP and Coding Standars: no external libraries, compiles, two Function Constructors
   (player, bomb)
3. I thought making a fun simple multiplayer game would be easier than it is, but overall I had fun experimenting with multiplayer games
4. n/a
5. Everett Leo: 100%
6. I think I deserve a 90% on this project, there is room for improvement(as in all games) and it might have been that I over scoped the project, or just the nature of game design, but I think the finished product is pretty good.