User Feedback #1:

Larry Le (ChatGPT Creators) - The code/game works properly. A little laggy in the introduction, but nothing that the team can't solve. The shield is not working but is a work in progress. Overall, wonderful progress so far!!

User Feedback #2:

Devin Solomon (Collegiate Quiz) - The Game works well, the only problems I saw were visual issues, firstly it was hard to see the character sprite first starting the game, and finally, it was a bit difficult to tell when I was being damaged or not, other than that it was really good!

User Cases:

- The testers will try to use the player's movement.
- The testers will try to use the shield and attacks.
- The testers will try to see mob tracking and attacking the players.

Results Hoping:

From these three things, we hope to find any issues with the player, movement, attacks, shields, and mob tracking. This will help the game feel more immersive and make sure that the control layouts are good to use.

Questions:

1. Was the play experience good or bad? Why?
2. Did you find any bugs in the game?
3. What are some things we need to improve?

Revision Plan (Brief Explanation):

- Add damage markers
- Make the code more efficient to mitigate lag
- Make the character's appearance more easily visible
- Add shield usability
- Skeletons Shooting

Detailed Explanation:

Based on the testing feedback we received, we decided that we needed to make the game less laggy for the player as it took a few seconds for everything to load. We intend to do this, by reducing the O notation. We also need to work on our sprites, as one of the feedbacks that we received stated that it was hard to see what was going on due to the sprites all being in a darker shade. We could do this by making the Character Sprites more vibrant and more colorful so that it is more easily visible to the player. Another feedback we got was to indicate to the User whenever the character takes damage. We could do this by Increasing the duration of the character's flickering to indicate that they took damage. We also needed to revamp the shield mechanics of the game so that it protects the player from the damage, and is around the player.

Another issue that we noticed was that the ranged mobs did not shoot their projectiles properly. In order to solve this issue, we could rewrite the projectile class used for all ranged characters.