Customer: Muhtasim Mahir

Group: Trumpocalypse

Topic: Code review

Overall the presentation was good, you guys were able to answer most the questions the audience asked and was able to interact with them. Despite have a lot of codes you guys were able to present the import parts, so well done. Throughout the presentation, there weren't much critics to the code itself, but more on the structure of the game. Some of the critics on the codes you guys had was that it was just a massive amount of codes in one document, so maybe try to split that up a bit but besides that I will list all the other notes below.

- Pygame.time, there were a bit confusion on this this part of the code for the audience.

- There were also a bit confused on what .unicode does. So, maybe a better explanation for that.

- One of the import thing to look at was what Dr. Crain mentioned about the Doc-string, that it’s supposed to tell you how to use the class, and how it works. But, yours does not do that. Think about fixing that.

- Advice was to split up your codes so is not all packed in one place, also think about putting in comments next to the codes, just to label what each part does. Might make it easier for others to understand.

- Suggestions was to import more files to break up the long codes.

- Thoughts about implementing the game in other languages.

- One person mentioned they didn’t like the pygame window that much, so maybe think about changing it.

-The audience mentioned something about reducing the duplication for the text size in the menu class, maybe on the event screen.

- Many of the critics was how the health issue for the player in the game, since unexpected even it the game can affect the user’s heath. It seems a bit confusing. Possibly think about making it more simple for the user’s.

- Think about the player’s health issue, you guys mention it can drop below 0. And that had the audience stumped. Maybe keep have the classing heath option, os when it hits 0 the player dies. Also, about the health warning pop up, maybe show that when the player's health is low, but more than 1. That way then can do something about it.

-Change the menu for the heath, it doesn't seem right. Make it more noticeable, with color or boldness.

- There were a few comments about the color scheme. Maybe play with that a little more or the current color is ok too.

- There was a suggestion to show different scenarios in the game by having pop ups of faces describing the situation or the mood.

- Include a book feature in the game that can tell the players details about vehicles.

- Make it so it shows the players the events and requirement they have to do for the next day. sort of like a daily do list?