

Team	Feedback	Response
Deepcourse	Inconsistent fonts, hard to read UI	Some of our team members wasn't able to render the custom font we imported, but it has been fixed and font styles are consistent across the board
The Librarians	Setup instructions don't work on Windows. Backend setup does not work	Team Luna R also had the same issue when running the backend, but it has been solved by deploying our entire backend to EC2 instance on the cloud
Gladiators (second-time)	Encountered some null images in the database sometimes?	We have fixed this issue. The reason was due to manually typing the names of the pokemon and sometimes the typo was not recognized.
Gladiators (second-time)	Do the null images have their audio?	Yes.
Gladiators (second-time)	The round counter should start at 1 instead of 0 to avoid confusion	We have made the adjustment and thank you for the suggestion
Gladiators	Backend setup does not work	Fixed by deploying backend to the cloud via EC2 instance
Two Seniors (second-time)	Instead of telling the users to install the "most recent" java version, consider including the specific Java version	We have made the fixes as suggested. All users should install Java 17 for our project for the most compatibility
Two Seniors (second-time)	Mention about the inclusion of CORS extension if users want to get the game to work	Ideally, we would want to omit the use of CORS, but we weren't able to figure out a better solution at this time. So please install CORS in the meantime if you want to test the game
Two Seniors	Couldn't setup backend	Fixed by deploying backend to EC2 instance
Two Seniors	Get rid of outdated installation instructions such as the one for Application.java as backend has been deployed	We have removed that part of the documentation as suggested. Thank you

Codescapes	Weird UI behavior with the hint card where clicking the "Pokedex Entry" enlarges the other hint cards	We weren't able to solve this issue by the presentation date as that would have to involve refactoring the entire function for the game's core gameplay, but we will be fixing this in the near future
Luna R	The UI is clean, but there's too many negative space in the page and felt "empty". Consider adding or enlarging the UI to fill the space	The reason for this emptiness is due to our incomplete product. Even though we have our MVP, the empty spaces will eventually be filled with additional UI that we have not implemented yet
Luna R	Trouble running the backend	We fixed this issue by deploying our backend to the AWS EC2 instance. So more local setup needed
ThriveToday	Ranking system to match up players with different skill level	We weren't able to integrate the teams' suggestion as we weren't able to get the multiplayer to work on time