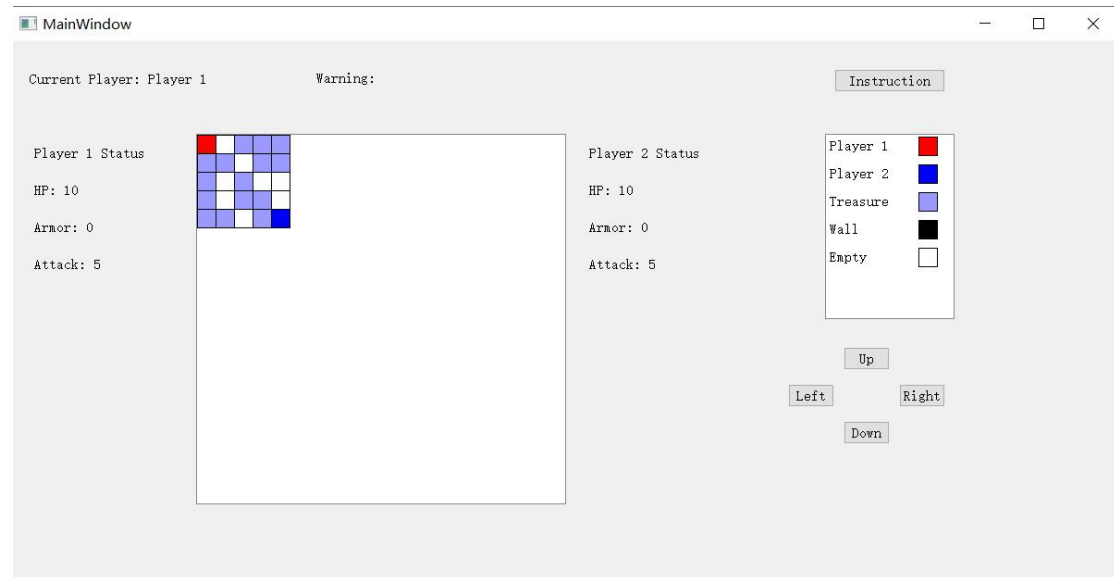


Feedback from:

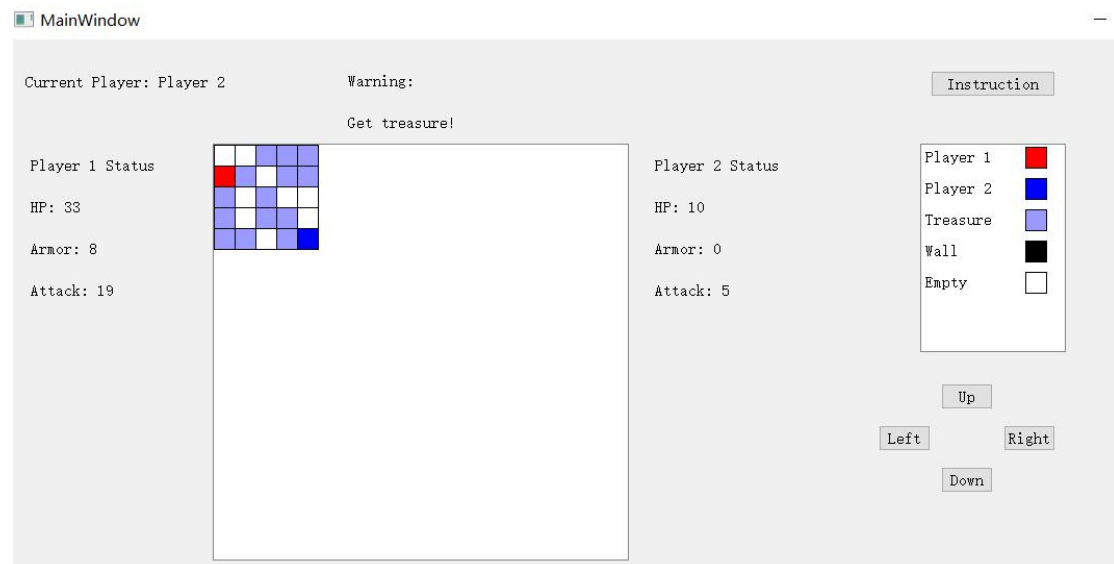
Matthew Janc

Prototype:

Homepage:

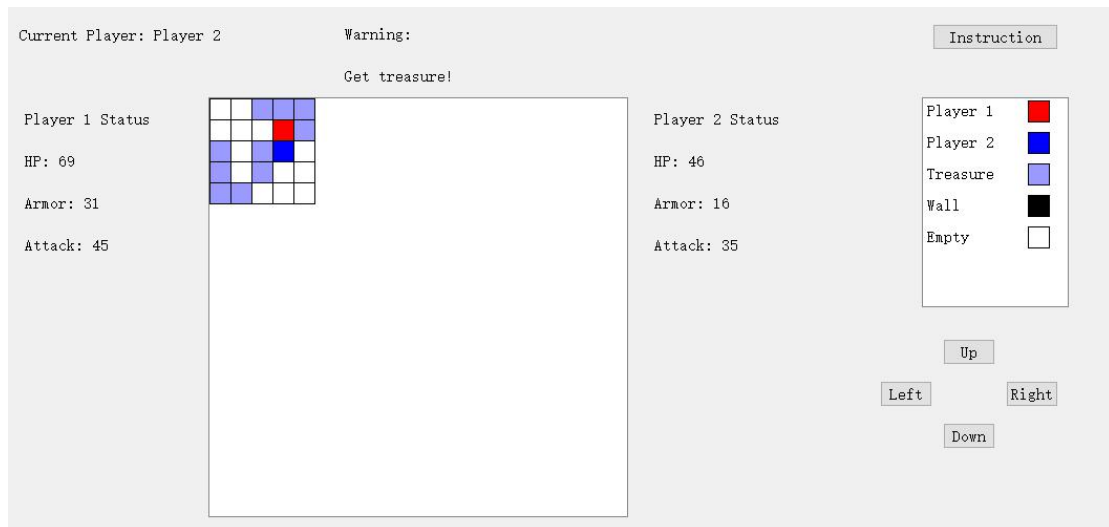


Click on the direction button to move a player. For example, press down for player 1 will get:

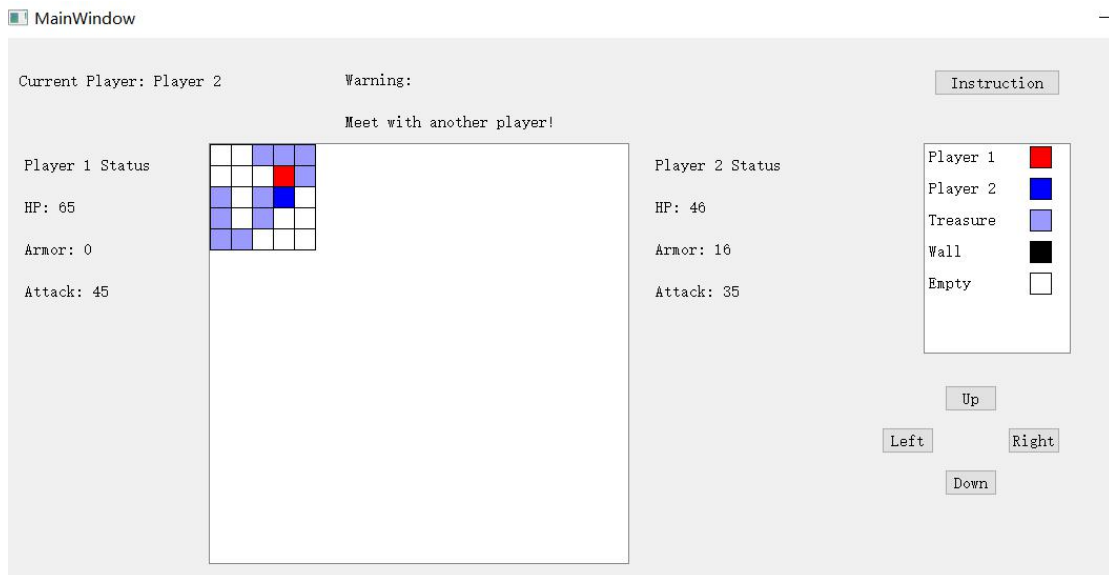


With updated hp, armor, and attack value.

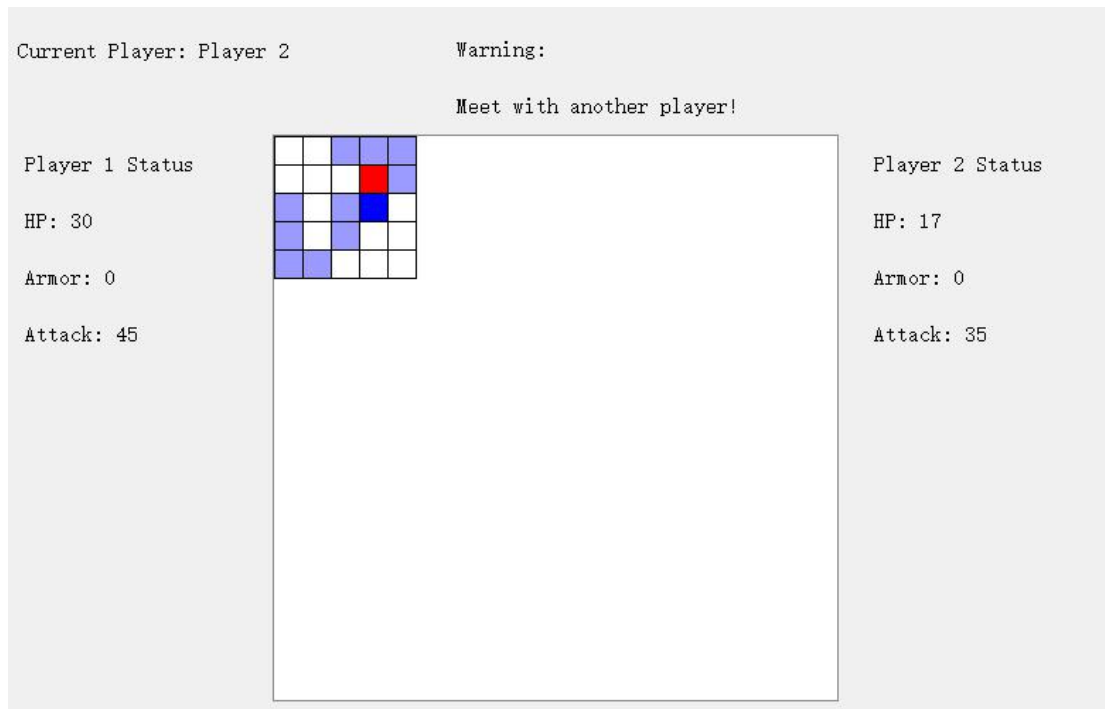
After multiple steps:



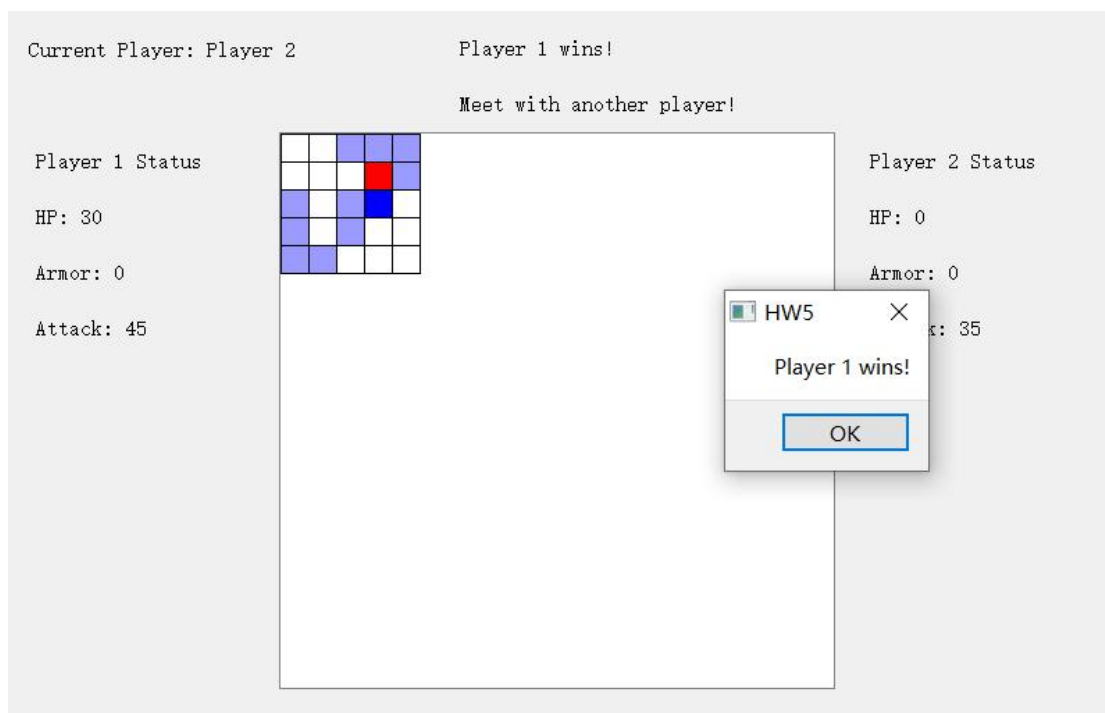
Now we can move a player to another player to start a fight. Player 2 moves to player 1, so in theory, player 1's armor after this move will be $31 - 35 = 0$ (since it cannot be lower than 0), and HP will be $69 - (35 - 31) = 65$:



After multiple fights:



Now player 1 should attack player 2, and player 2's HP will be 0 after this. Game over. Player 1 wins:



Tasks:

All the possible interaction with the game, since I already finished all the coding process:

- 1) Press direction buttons to move the player
- 2) Get armor and weapon

- 3) Update armor and weapon
- 4) Fight with another player
- 5) See how the fight algorithm works
- 6) Check how the game will end

Feedback:

- 1) I should add an instruction button so once the player pressed on it, he/she can see the full instruction of how the game plays/when it will end.
- 2) The design of the icon sample view is pretty good:



It helps player recognizes what is happening on the current play board better.

- 3) The design of disabling all the direction buttons when the game ends is pretty good as well. By doing so, players will know clearly that the current game is over, and will not accidentally press on any direction button to keep the current game, which is already over, continues.