Connor Rossi   Galaxy Domination 3000
                          Feedback and Achievement

Feedback:
Mom-
1. I wanted to go to the secret headquarters on Mars, but it took me to The martian capital instead.
2. The characters and objects were really funny.
3. (refer to number 1)
4. I wish the fight went into more detail
5. I was traveling to Mars on a rocket and fighting the emperor
6. Connor's game is a humorous adventure game traveling through space

Dad-
1. No frustrations
2. My favorite moment was the final battle against MuscleMan
3. I didn't have any problems
4. I would like to see a visualized version of this game
5. I flew on a rocket to Mars and battled Muscleman to defend planet Earth
6. The game is about space, fighting aliens, and choosing what path you want to follow on this adventure.

I addressed the problem my mom had with the location error and fixed the code to resolve that issue. I also added in a feature to give beans to the enemy to create a happy ending to give more options for the final battle. This is how I addressed and improved my code based on the feedback from my parents.

3. I'm most proud of the error handling I did at the end of the project which displayed a message when a letter was entered instead of a number. Although this may seem insignificant, the ability to display messages when errors occur instead of the game crashing is a massive part of game creation and took my game to the next level of complexity in my opinion.