

Group: Bells

Reinforcement	Improvement
Great pixel art. Nice accessibility options.	None.
They are trying to cure the boredom that is going on at Concordia College. Moreover, I like the idea of creating a tutorial and not just a really nice board game. They are implementing a lot of variables to their project which seems basic but they added more to it.	I think they have everything I thought about.
I like the encouragement to get Cobbers together to help cure boredom. Also, I like the coding example you showed, it helps give an idea of how things are going to look.	I wish that there was an example of the checkers board and pieces with the actual Cobber colors just to see what it will look like (will the board be Cobber colors, the pieces, or both).
It is cobber themed... roll cobbs And different gamemodes	-
It is very clear how the game will work.	I wish the slideshow was also cobber themed like the game.
I really liked everything! They did a good explaining everything and also just getting everything planned.	I am excited to see the actual design of everything since it is a big thing on their project. (the pictures are very pretty)
I liked the slides design (colors , theme , words) major screen are descriptive and easy to understand i like the idea of your project, its very new and engaging the characters or corns were cute	home page was too simple
I like the Kernel and Nibblet designs you created to represent the player and opponent.	It would be cool if the player could determine what color the checkerboard is. Maybe have determined color schemes the player can choose from.
I liked the themes that you chose and am very impressed at how far your coding has gotten so far! Seriously, good job!	It would be cool if you had a computer vs a person, where like you said, the computer is very bad at it. That would be funny!
i like that they have actually started to code	N/A

Unclear	Alternatives
The design process for the pixel art	N/A
I'm unsure about the end page and will they add color or anything more too it and if they are curious about adding more too it. I believe they are and this is just a rough draft.	Have you considered providing this to the school or making it public etc? I think it would be pretty cool to expand it to the rest of the students on campus.
I'm unsure about what will happen if no pieces are able to move. Sometimes in checkers there's a stalemate so I'm curious about what will happen if that occurs?	Have you considered adding a spot for a person to put their names in order to show who won and keep track of a score if the players play multiple games. This way you could see who's won more games.
If it is 2 or 1 player (ie: do you play against computers?)	Implementing double or triple jumps? adding little sound effects like *click* or *jump* or *dururing*
How will cobbles play against each other? Will they play online or in person?	Have you considered allowing cobbles to play other schools in the MIAC? Each school could have a "home" themed board and its own pieces.
I think everything is pretty clear!	I really think they have a good idea and it is very pretty!
component checkers was confusing to me but im sure you guys are on right track, keep on. Will the opposing players moves be determined by the computer? If so how will that work? I will you determine so that it will not become predictable making the game too easy to beat?	/
I'm unsure about how you got the cat images into your code, so it would be cool if you could explain that. It would also be cool if you could go into the technical problem you had when you overwrote each other's code and how you fixed it.	Using the frogs theme for the theme? Use a green and blue color scheme and it would be a frog wearing a tie (a city frog) vs a frog wearing overalls (a country frog).
i am unsure of how they will put the instructions for the game cause i don't know how to play checkers as well, will it be a visual instruction or written	Have you considered creating a scoreboard where it keeps track of how many games you played and other statistics?
	have you considered thoroughly how the instructions are.
