

Joey (classmate): I really like the design of the game because each of the objects that the players have to collect are different which makes the game more visually appealing and fun to play. To improve the game, I would recommend implementing sound when the player hits an obstacle or collects an item. In addition, I would suggest implementing the obstacles and having a health bar displayed for each player. If you have time at the end, consider adding rivers or other features that the user cannot walk across.

Joey, thank you for the feedback! I have now implemented the obstacle hitting sound but was not able to have on for the item collection due to lag. Also there is now obstacles and a health bar. I chose not to implement rivers/additional obstacles although I really appreciate the suggestion.

Allan (brother): I like the theme of the game with all the different items that you can collect and the obstacles. Sometimes when I try to collect an item, it doesn't appear in the sidebar. Overall, it was very fun to play! Just need a couple of changes to perfect it.

Allan, thank you for the feedback! I'm glad that you enjoyed the theme and overall gameplay. The item collection error is due to lag which I could not address due to a lack of time. Hopefully it doesn't take away from the experience too much.