Feedback – Danny Huynh

This was a great adaptation of the multiplayer game mode in assassin’s creed. I especially enjoyed the interaction between the Templar and Assassins, and how it’s an improved cat and mouse game (where the mouse can kill the cat ☺ ) . It was a little unclear what happened when Assassin was stealthed (is his token taken off the board, can other players see him, etc), but keep up the great work Danny!

Some things I would like to see:

* Offer some variety in the map, allowing for parkour style movement through a city.
* Offer interaction with ‘NPCs’ in the map

Grade: 5/5