Classmate: Neil

Looks really nice! I have a few suggestions though for how to make the game a more cohesive experience. First of all, the game needs a quest display to tell players what the task at hand is. I also noticed that players can stray off of the screen… maybe protect the player from moving too far on screens that don't have other adjacent areas. The Dory character on the map looks like an NPC, but wasn't able to be interacted with. If it's a part of the background, maybe change it. It also wasn't clear what the different items are or what they can do. Maybe add names to the inventory slots. Great work!

Implementation:

I agree that the experience of the game should be more cohesive and logical. I made a quest display on the top right corner in order to tell the player what is expected/ the goal of the quest, and the players are now protected so they cannot move off the screen. I removed the background with the Dory character. I am working towards naming the inventory slots, but it is a bit challenging and difficult to implement.

Other: Stella (sister)

Great job on the game! In order to clarify where you are on the map or where you are supposed to go, I think you should add a small map displaying where you are or simply some arrows to guide you. It would also be nice to not be able to stray off the map, as well as clarifying the intention of each quest.

Implementation:

This is great feedback and similar to the requests of Neil. I implemented all these things, I added arrows to guide the player, put the goal of each quest, and you can not stray off the map anymore.