Backend

1. I didn't understand the point of the linkedList I feel like it's a pretty silly usage of a linkedList - it would be way safer and more effective to just shuffle the indices of a card deck I feel like LinkedLists are almost never actually used in production / Why not use a stack? Unless maybe you have a random shuffle method , where even then it might just be easier to use a stack since a card deck is quite literally a stack. Linked -lists I know a lot of people try to avoid in production. / Why not use a stack? Unless maybe you have a random shuffle method , where even then it might just be easier to use a stack since a card deck is quite literally a stack.
2. good choice using json for cards. i like this idea a lot! / utilizing JSON was a really smart move, as it probably also makes communicating with your Database of cards much easier as well X4

Frontend

1. It would be such a cool explience playing the card game with first person perspective. The inspiration slide you showed was really cool! Your group are on the right track good job!
2. I would also say since you had modeled the table , you should try to make the opponent more 3d too
3. i really like how you included some inspirations. to be honest the textures/background demo looks so much better thatn thsoe inspirations. I think this kind of crude aesthetic right now is really really cool. you guys can check out weirdcore/liminal core/dreamcore as reference. i would love to play a game with such aesthetic
4. Love the task board it looks nice. Also like the inspirations for the visuals and the camera view idea! 3D modeling is super cool. Table model is cool.
5. Pretty cool that you already have textures and i can definitely see the vision fo the game coming together.
6. I really like the demon girl design...it is absolutely adorable. X2
7. I like the style inspiration , makes it more appealing to different users. - The 3D modelling is an interesting idea. In my opinion 3D modelling might be a little overambitious to finish unless they keep the other aspects of the game simpler. - The 3D model is a good start , definitely has a very promising start.
8. As they mention a second camera view, I wonder if it is better to stick with the top view over a 3D camera.
9. Also, thumbs up for diving into scene creation in Unity with ProBuilder!’ Its a solid choice for building cool and engaging game scenes efficiently. Your efforts in card balancing and getting the hang of Unity ProBuilder are definitely laying a strong base for an awesome game. X2
10. I think the design for the charachters could be better (especially with making the charachters themselves become 3d).
11. -The 3D model looks great! -I like that they chose to go with a cartoonish sort of aesthetic ---makes it more fun and less serious -The graphics go really well with the proposal / idea
12. I like how detail the two teammates made the table in the unity. The demo is very good. They really thought through the style , texture , size, layer , lighthing , and the theme. They also have a page of clear bullet points for what they will work on in the future , which is very helpful. I think the other team members should include that part for whatever they are working on too.
13. Is this going to be your final sprite to depict the opponent? I think it might need some polishing as well as animation in order to look a little more lively.
14. The art designs should be improved. I do not agree with the team's preference of using 2D animations for a 3D game. If they want to use 2D animations , they should consider making the game in 2D. X2
15. I like their cartoon -style design.
16. Animate the fire / add animations X3

Whole Group

1. the code demonstration is really detailed.
2. I wish they showed a bit more code. X5
3. Showing trelloboard with backlog and planning is very helpful to keep the audience informed throughout the weeks. X2
4. The abstract components of the game are coming together nicely. I understand the premise and ethos of the game a lot better.
5. Besides the art, there did not appear to be a lot of progress this week. The presentation was very short and there was not a lot of demonstrated code.

Summary:

* A lot of people were supportive of our use of JSON
* A lot of people disliked the linked list data structure
* The feedback on the art style was very divided…many love it, many disliked it. I don’t know what to do with this.
* We should show off more code.
* We should make it clear that we made more progress!