Josh Testing Report by: Patrick

Josh's game is very clean, the graphics are great, and the overall story is amazing. From what I can tell, it is going to be at least 10 times better than mine. But, from what I can tell, there are a few glitches, although, they do not occur often. For example, there are a few glitches with the smoothness of the game. Sometimes, the animations across the games are a bit slow and choppy. Also, the game very rarely crashes, which makes the game a little hard to beat. But, I have faith in Josh to fix these glitches before he presents.

Response to Patrick's report

Thank you Patrick for those kind words, they really mean a lot! In terms of crashes, I utilized multithreading so one thread focuses on the networking side of things, such as updating and sending info, and one responding to the client movements. I have also reduced the lag by cleaning up my code so that if statements are only going through if necessary.

Josh Testing Report by: Brian

Your game looks good, has clean, understandable combat, and makes good use of having two players performing two different tasks. It is a little prone to crashing upon multiple computers, which is something you need to work on. I would also like to see a few more instructions (saying things like: Defeat the Robot!). The game also occasionally works faster or slower, depending on... something. If you can work out the multiplayer crashing and changes in game speed, this would be an excellent game. Beyond this, I have a problem with one player being unable to do anything for the second half of the game, but if you need it for your story, it's probably fine.

Response to Brian's report

In terms of crashes, I was able to fix that by reducing the delay time of the thread and overall made better utilization of multithreading in my lab. I have made some slight tweaks on the dialogue and made hints to what the player should do. I went through my code and tried to simplify and make my code more efficient, such as deleting redundant if statements, deleting/reducing variables for combat and monster spawns. Clearly, running the game with my desktop at home is remarkably different than running it with the school laptops and upon knowing this I had to simplify and make my code more efficient for it to be able to smoothly operate

Josh Testing Report by: Jesse

Josh has a very cool game, the graphics are amazing and I love the story. It is also very easy to play and user friendly. However, I encountered a few bugs as I was testing the game. The game is a little bit laggy sometimes. However, other than that the game is great!

Response to Jesse's report

Thanks, Jesse, I really appreciate your feedback. I have fixed some of the bugs in game by creating a different thread for updating the game through network and sending info to the server. Also, I have created cooldown times for the abilities so that it is less spammy. Another thing I did was that I increased the thread delay time from 10 to 30 ms. After doing so, there were less lags and overall smoother gameplay. Thank you!