**Hangman by Jillian Kelly and Anna Jiang :**

This presentation was very clear overall, as the presenters articulated their code and the coding coding concepts very well to create the game. The presentation’s flow was very easy to understand, and it followed a very logical flow. Both presenters had a low UM-to word ratio and a great presentation flow. It was an extremely interesting take on a classic game, and I really enjoyed seeing the use of tuple in the code. Amazing job!

**Star Wars Game - Justin Marciano and Luca Cassidy**  
Amazing presentation from justin and Luca! I love Star Wars!. I enjoyed their familiar look to the code and the use and explanation of coding concepts they had in class. Having two star wars characters fight each other was very entertaining and interesting. Additionally, I really liked how they incorporated the theme of the game into the project. The presentation wsa easy to follow and it wsa at a good length and formatted very nicely. Overall, great presentation and great

**Black Jack by Nicholas Waithe and Ian Nnebe**

Amazing presentation and project by Nicholas and Ian. Their code was easy to follow and understand while having a thoroughly explained presentation. The creation of a classic game like black jack with code was extremely fun to play. I think that adding a amount of money you want to bet wold be cool, but either than that, I thought the game was fun. I think the beginning of the presentation was a bit difficult to hear, so the beginning could’ve been redone, but after viewing the whole presentation, I think the presentation was well presented and the speaking to um ratio was low. Great presentation!